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VERSUS BOOKS

VOLUME 26

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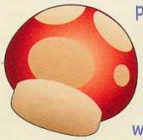
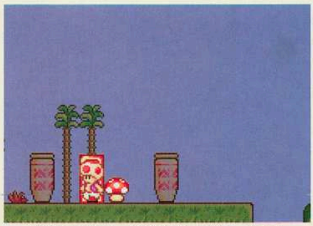
BASIC TRAINING

MUSHROOMS

When you pull up some grass sprouts you'll find a red Magic Potion bottle, and if you throw the bottle to the ground it will reveal a door that leads to Subspace. As you enter Subspace, whatever you see on the screen will be flipped over and darkened. If you place the potion in the right location, you can find a Mushroom in Subspace that will give you an extra Heart Container. There are three Mushrooms on most stages, so if you collect all three you'll have a total of five Heart Containers.





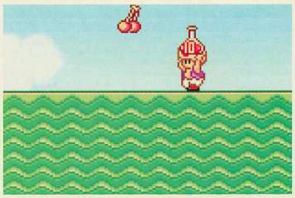
Grab a Magic Potion from the grass, throw it in the right spot, and enter Subspace to find the Mushrooms.

HEARTS

You can always fill your second Heart Container at the beginning of each stage within the first few steps of the stage. Often it will be from throwing a Big Shy Guy around the room, knocking a Heart out with each throw. Other times it will be a Heart in the air, which you often have to Super Jump to, or a Heart Radish in the grass you can yank out of the ground. If you knock out two enemies with the same item you'll get a Heart, and if you knock out any enemy with a Shell you'll also see a Heart appear.

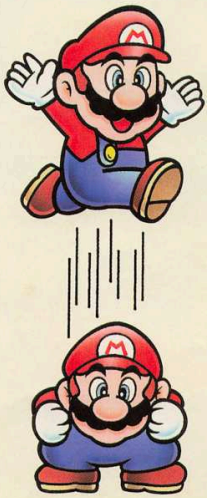
CHERRIES

If you collect five Cherries on a stage you'll make an invincibility Starman appear. Grab it and you can run through enemies, knocking them out, without taking any damage.



SUPER JUMP

If you hold down on the + Control Pad you can charge up your jump. Wait until your character begins flashing, then press the A Button and you'll jump much higher than usual.



RESET ROOMS OR MAPS

You can reset the items (and enemies) in a room by leaving the room via a door, vine, etc, then coming back into the room. This is handy for grabbing extra Hearts, making a creature reappear that you need to use to complete a task, etc.

RUNNING

You can hold down the B Button to run, but you also use the B Button to lift items. If you want to run with an item and you press the B Button you'll throw the item. That's why it's important to remember that you can also use the R Button to run. If you use the B Button to pick up an item and keep holding it down you can run. When running you will also be able to jump higher.

POW BLOCKS

The POW block is an excellent item to use when you want to knock out several enemies at once. When you drop the POW block it will knock out any enemy touching the ground at that moment. The larger POW block will bounce four times, continuing to knock out any enemies that are on the screen each time it hits the ground. You can even pick it up between bounces, then throw it again, and the number of enemies it knocks out will keep adding on so you can eliminate big groups in no time, and earn a lot of 1-Ups. Try this trick on Map 3-3D, where you can wait for several enemies to build up in an area, let the big POW block bounce once to knock them out, grab it, then when another group of enemies builds up do it again and again.

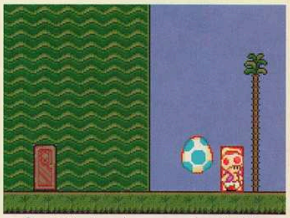
Throw the big POW blocks and follow them to knock out lots of enemies in a row.

CHECK POINTS

The doors work as checkpoints in the game. If you've reached the end of a long room and you have to perform a dangerous move, leave the room (through a door, vine, etc) and come back, then if you don't survive the dangerous move you'll start your next life at the door/vine, and you can come back a short distance to try the dangerous or tricky move again.

YOSHI'S CHALLENGE

A new mode has been added to this game that wasn't in the original Super Mario Bros. 2 — Yoshi's Challenge. Once you have beat the final boss of the game, Wart, you'll notice a green Yoshi Egg in the bottom-right corner of the title screen. Now two Mushrooms on each stage have been replaced by Yoshi's Eggs, which are also found in Subspace. A few are in the same locations as Mushrooms were previously, but most of the eggs are hidden more cleverly. Can you collect all 40 of Yoshi's Eggs? If you can do it without losing a life, the egg will hatch on the title screen. You only have to collect the two eggs on each stage without losing a life. Once an Egg is collected and a stage completed, you can save the game and never have to collect that Egg again. If you collect all five Ace Coins on every stage you'll make the Egg turn red.



Beat Wart and you can play Yoshi's Challenge. There will be two Yoshi Eggs on each stage in Subspace.

QUICK TIPS

• You can steer some enemies when standing on their heads. Move slightly to the left or right to make the enemy go in that direction. Some vehicles have enemies on them you can also steer, but if you throw the enemy off the vehicle will be uncontrollable. Also keep in mind that if you're standing on the edge of an enemy's head and he falls off a platform to a lower platform, you may fall off his head.

• You can ride on the heads of some enemies. In some stages you'll find Albatosses that you can ride on to cross treacherous areas. Enemies that climb vines will let you ride up on them, as long as you're on their head (they'll hurt you if you jump up into them from below).

• Chains are safety zones — if you stand directly on a chain you will not get hit by Sparks that move along the chain on either side. Use this tip to catch your breath in some of the more challenging rooms on higher stages.

Stand on the head of an enemy and you can guide it by moving to either side of its head.

CHARACTER COMPARISON

MARIO
Power ★★★★
Speed ★★★★
Jump ★★★★

LUIGI
Power ★★★
Speed ★★★
Jump ★★★★★

PRINCESS
Power ★★
Speed ★★
Jump ★★★

TOAD
Power ★★★★★
Speed ★★★★★
Jump ★★

While each character has strengths and weaknesses, Toad is our All-Star pick. He's the best all-around athlete, with lifting abilities that will allow you to lift more Coins in Subspace, and pull items from the grass faster. In most battles against bosses you'll have to pick up items and throw them at the boss, which makes Toad even more valuable. He's also the fastest character. Luigi has a great jump that's high and long, while Princess has the longest horizontal jump (hold the A Button to float), which comes in handy on a few stages. Mario is a good balanced character with all around strengths, but ultimately this is Toad's game!

ITEMS LIST

HIDDEN ITEM CONTAINER

This bubble-like object flashes three different items inside, and when you throw it to the ground you'll receive the item that's showing at that moment. Watch the pattern of flashing items that repeat, then throw it to get what you want the most.

ACE COIN

These large coins are marked with an "A" on the front. If you collect five on the same stage you'll get a 1-Up (extra life). There are five on each of the 20 stages.

COIN

These are found in all grass sprouts in Subspace. Pull the grass to collect them, then use them to play the Bonus Chance after each stage, where you can earn extra lives. You can only grab Coins from Subspace on each stage twice, so make sure you're in a good spot with lots of grass before using the Magic potion.

CHERRY

Some stages have Cherries. If you collect five in a row you'll make an invincibility Starman appear, and if you grab it you'll be able to run through enemies without getting harmed for about 10 seconds, knocking them out in the process.

KEY

Now and then you'll find a door that's locked, and you'll have to search around for the Key. They're always guarded by Phanto. When you grab the Key, Phanto will fly around you, trying to take away your energy. If you drop the Key, Phanto disappears for a moment, but make sure you don't drop the Key somewhere you can't retrieve it from, otherwise you'll have to go all the way back to where you originally found it to grab it again.

CRYSTAL BALL

When you see a Crystal Ball sitting on a pedestal, pick it up! Most often you'll open a door leading to the next room or stage... but there is one exception.

FACEBALL

The big ball with a face on it will roll around the outer walls of a room after you throw it, and eventually it disappears. Stand below the faceball as it rolls down a wall and it will change directions when it hits you, causing it to roll over any remaining enemies following it.. You can use this trick to knock out several enemies at once, which can earn you a 1-Up.

STOPWATCH

If you can find five "ripe" vegetables — those that are regular size, not too small or big — and pull them from the ground, you'll make the Stopwatch appear and freeze time, and all enemies will be unable to move until time runs out.

STARMAN

The Starman appears after collecting five Cherries (see above). Grab it for invincibility, but hurry, because time is limited.

GRASS Pull up a sprout of grass to find useful items, like Heart Radishes, Magic Potions, vegetables you can throw at enemies, Shells, Bombs, or maybe even a Rocketship that will shoot you into the next stage. Watch out though, they're not always good items. Sometimes you may find a Bob-Omb hiding in the grass, and you'll have to get rid of him fast before he explodes!

VEGETABLES

You'll find them when you pull up grass sprouts. Throw them at enemies to knock them out. If you hit several enemies with one vegetable you'll increase the amount of points you receive, and maybe even earn a Heart or 1-Up.

HEART RADISH

These are also found in the grass. Pull it up and you'll get a Heart added to your Heart Containers, if they're not already full.

MAGIC POTION

This little red bottle contains a Magic Potion that reveals a door to Subspace. If you drop it in the right place you might even find a valuable Mushroom in Subspace!

MUSHROOMS

Search for these in Subspace. Lift it up before time runs out and you'll add a Heart Container.

HEART CONTAINER If you complete a Stage withtwo or more Herats, you will start the next Stage with two Hearts. You must knock out two or more enemies with the same item to recieve a Heart. The only enemies that gives Hearts by being thrown around are the Big Shy Guy and Big Ninjis.

SHELL

Every enemy hit by the Shell produces a Heart. A turtle Shell is in some grass sprouts. Throw it on the ground and it will knock out any enemies it hits until it moves off the screen. If you run behind it you may be able to keep it around longer, so it can knock out more enemies. If you jump onto it you can pick it up again.

POW BLOCK It's easy to spot these, since the letters POW are placed on them. When a POW block hits the ground, it shakes, and any enemies touching the ground or walls will be knocked out. The large POW block will bounce four times, so run behind it and you may knock out a whole army of enemies at once, and even earn a few 1-Ups in the process.

1-UP MUSHROOM

These Mushrooms are marked with a 1-Up on them, and if you collect them you'll get an extra life to play with. Some are found in bubbles, which you must burst by throwing three items or enemies at it in a row.

BOMB

You can use these to knock out enemies, or blow holes in certain walls. They will begin to flash a few seconds before exploding, so pay attention when you're carrying them around!

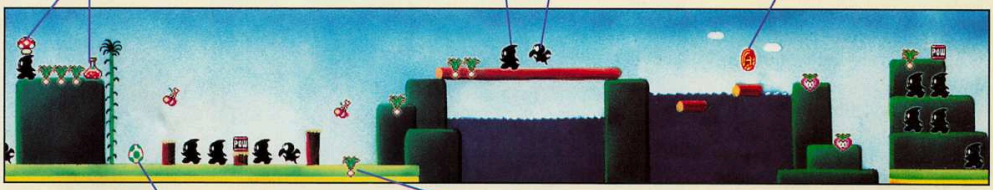
ABOUT THIS BOOK

Here's a quick guide to how the maps are marked in this guide. Keep in mind that some items are in the exact same position, so we may have had to show them as if they are on top of each other. Many items and some enemies are located underground and found when you pull up a grass sprout. Enemies are shown in their starting position, but they may move around by the time you see them appear.

ENEMIES
Shy Guys and Tweeters are shown here. Some enemies that are shown below ground will be found in grass sprouts.

MAGIC POTIONS AND MUSHROOMS
Find your way to Subspace nirvana. This Mushroom is shown on a Shy Guy's head, but they're actually both in the exact same location.

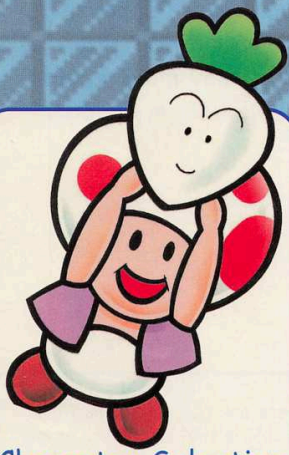
ACE COIN
There are five Ace Coins found floating in the air on each stage. Read the Basic Training section for more details.



YOSHI'S CHALLENGE EGG
You can find Yoshi's Eggs during the second run through the game, after unlocking Yoshi's Challenge.

VEGETABLES
Most vegetables are found underground. The icons on the maps don't show the specific vegetable, because they all throw the same way,but it does distinguish big vegetables from small ones.

WORLD 1-1



Character Selection

Toad is a good pick for this stage because he can pull plants out of the ground quickly, and there are a lot on this stage. He can also grab the eggs in the air faster when fighting Birdo.

There's one jump in the second area that Luigi can make more easily than the others, but they can still reach the higher path. In the shortcut both Luigi and Princess can make the jump across the waterfall much more easily.

MAP 1-1A

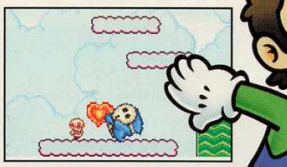
In the first area you can grab a heart by throwing the Big Shy Guy, or by knocking him out by throwing an item at him. The other two grass sprouts will also give you Heart Radishes.

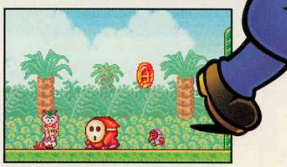
You can only have two Heart Containers when you start the game but as you collect Mushrooms later in the game you'll receive more Heart Containers, with a maximum of five.

Go through the door near the bottom of the first area to reach Map 1-1B.

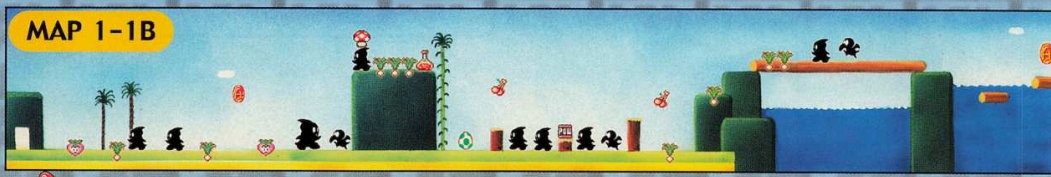
Knock a Big Shy Guy out by throwing an item or enemy at them to get one Heart, or pick up the Big Shy Guy and throw him (without knocking him out), to get a Heart each time.

Big Shy Guys are an excellent source of Hearts. You only need one extra Heart at the beginning of the stage, but you'll have more Heart Containers to fill later in the stage. Each stage contains two or three Mushrooms you can collect to get extra Heart Containers, which will keep you alive a little longer if you're hit by an enemy.





MAP 1-1B



MAP 1-1B

Go right and grab the first Ace Coin (collect five of these and you'll get a 1-Up), then continue right until you reach the vine and climb it. Jump on top of the Shy Guy and lift him up, then toss him off the side. See the Mushroom or Yoshi's Egg Section.

Grab the far right grass sprout on the hill next to the vine to find a Magic Potion. Drop it anywhere on the hill to reveal a door to Subspace. Make sure you can see the grass sprouts to the left as you enter the door. Inside Subspace the area will flip over horizontally and become darkened. Don't grab the grass here! Grab the Mushroom before time runs out.

Grab five Cherries and you'll get an invincibility Starman — you'll find two just after the first Mushroom. Continue right and climb to the top of the mountain to cross the waterfall using the log.

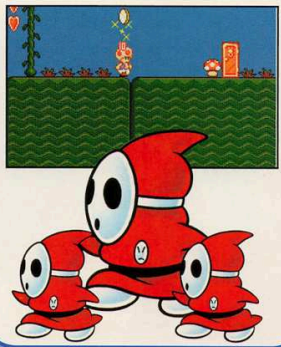
Use the falling logs to continue crossing the waterfall while collecting the second Ace Coin.

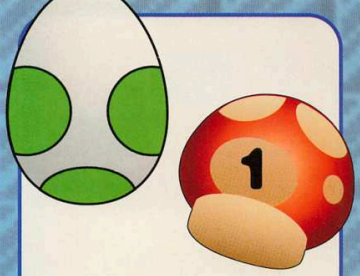
Go right past the next mountain to find a small hill with a grass sprout on top. Grab that grass to find a Heart Radish. As you approach the next big mountain you can reach the higher floor by standing on the log and Super Jumping if you're Luigi, or by standing on the Tweeter (bird) with any of the other three characters.

On this second floor you can find a 1-Up in the sprout to the far left. If you can't reach the second floor, or just want to explore another path, you can use the door along the bottom to enter a cave.

Coins in Subspace: The grass sprouts in Subspace will reveal Coins you can use after each stage to play the Bonus Chance jackpot game and earn extra lives. You only get to grab Coins from Subspace twice in each stage, and there are better Subspace areas later in this stage to grab more Coins.

As long as you don't grab a single grass sprout/Coin, it won't count against your two chances, even if you grab a Mushroom in Subspace.

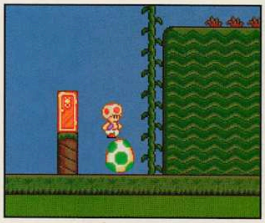


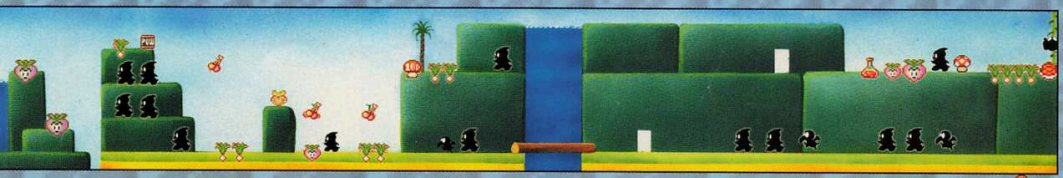


YOSHI'S EGG #1: MUSHROOM #1:

When you complete the entire game you'll open up the Yoshi's Challenge bonus game. Basicly, it's the same game, only each stage two of the Mushrooms have been replaced by Yoshi Eggs.

Collect both eggs from all 20 stages to conquer Yoshi's Challenge. The first Yoshi Egg is located near the first Mushroom, (see picture to the left) at the bottom of the vine. When you enter Subspace, be sure you can see the space to the right of the bottom of the vine, then you'll be able to grab the first Yoshi Egg in Subspace.

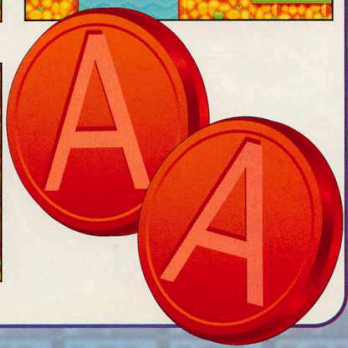


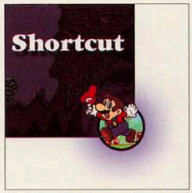


MAP 1-1C

Inside the cave grab the Ace Coin, then go left and you'll see a 1-Up bubble. You only get one chance to grab it, so proceed carefully. You must use the Ninji and the two vegetables to burst the bubble and collect the 1-Up. If you hit it even once, then leave and come back, it will be gone, so you only get one chance to hit it with all three shots. If you miss your first shot, leave and come back to start over.

Go up the vine to the second floor (or if you leapt to the second floor outside you can just enter the door to the cave). To the right of the vine is your first chance to build up lives (to a max of 99). There are easier areas later, but you may want to grab a few while you're here (see Max Lives Section). When you're satisfied with your stock of lives and Ace Coins, you can go left inside the cave to find a shortcut to the first boss (see shortcut Section), or go up the vine to Map 1-1D.



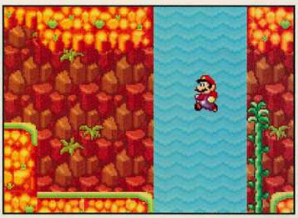


Shortcut To Boss

On the top floor inside the cave is a shortcut that leads to the boss, which will cause you to skip at least one Mushroom and two Ace Coins. Go left and make a running jump over the waterfall. Keep in mind that the vine next to the waterfall can be stepped onto, so you can take an extra step here to make sure you clear the waterfall with characters that can't make long jumps as easily.

Use a Super Jump to get up into the higher area of the cave. You need to use a few Bombs to break open the wall next to the ladder. Grab the Shy Guy and throw him down the ladder, then grab the first grass sprout and hold the Bomb until it starts flashing.

Drop the Bomb down the ladder so it explodes next to the wall and breaks it open. This may take some practice to get the timing right. Go through the wall and enter the door. Use Super Jumps to climb the mountain (until you're above the screen) and go over to the left to find the first boss, Birdo.



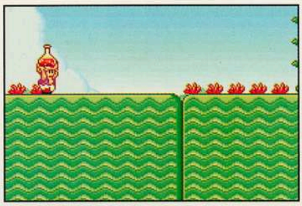
Max Lives

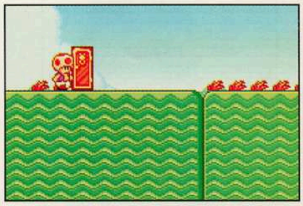
There are three sprouts, and the far right sprout has a large vegetable. Grab it, then throw it at the row of leaping Ninjis to knock out the entire row with one throw. If you do it right, you'll receive a 1-Up. Exit the cave and come back in to repeat the trick over and over up to as many as 99 lives. There are easier places to build up lives later, too.

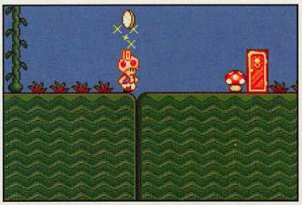
This is just the first of many opportunities you'll have to max out your lives, and most of the others are easier to do.

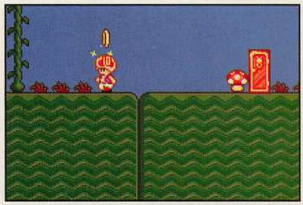
COIN COLLECTING

Outside the cave on the second floor is the best spot on this stage to collect Coins to play the Bonus Chance jackpot game. There are several grass sprouts and Shy Guys in this area. The Magic Potion is in the grass sprout closest to the door. Grab it, then drop it where you can see all the grass sprouts on your screen to reveal the door to Subspace. You can collect up to 7 Coins here, and you can do it twice for a total of 14. Remember that if you don't grab any Coins when you go into Subspace it won't count against your two chances to grab them, even if you grab the Mushroom in Subspace. Therefore, you may want to grab the Mushroom by itself, exit Subspace, go back into the cave and come back out to reset the grass sprouts, then go back into Subspace to grab the Coins. You may also want to avoid dropping the doorway to Subspace on top of a sprout you want to grab, since you may accidentally enter the doorway when you're grabbing the sprout in front of the doorway in Subspace.



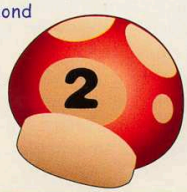


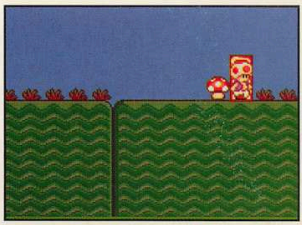




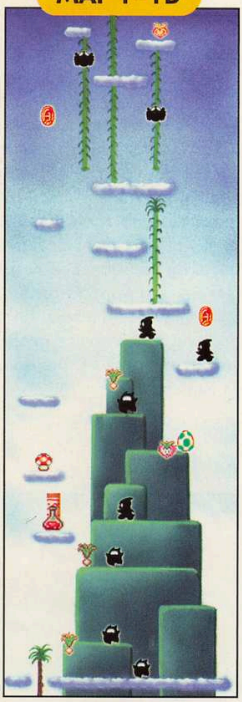
Mushroom #2

On the second floor outside the cave is a long row of grass sprouts next to a vine. Pull up the far left grass sprout to find the Magic Potion, then walk to the right and drop the potion in the clear area between the grass sprouts (two on the left and five on the right). Enter Subspace to grab the second Mushroom and earn yourself another Heart Container.





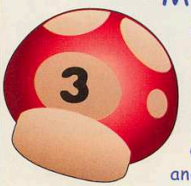
MAP 1-1D



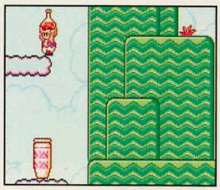
Climb upward to find a cloud to the left of the mountain with a Jar on it. Press Down on the + Control Pad while on the Jar to go into it and grab the left sprout to reveal a Magic Potion (see Mushroom #3 and Yoshi's Egg #2 Sections).

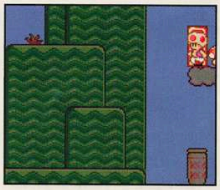
Continue climbing to the upper-right to find the next Ace Coin. Climb up the vines while avoiding a few more Hoopsters on your way to another Ace Coin on the far left. Reach the top of the area to climb up the vine to the next area, and face the boss.

MUSHROOM #3:

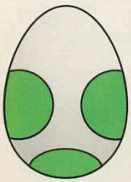


Grab the Magic Potion inside the Jar, then jump onto the ferris wheel to reach the top and jump up at the top to climb out of the Jar, while still holding the potion. Climb upward to the cloud above and drop the potion on it, then enter Subspace to find the Mushroom.

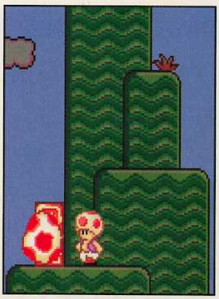




Yoshi's Egg #2:



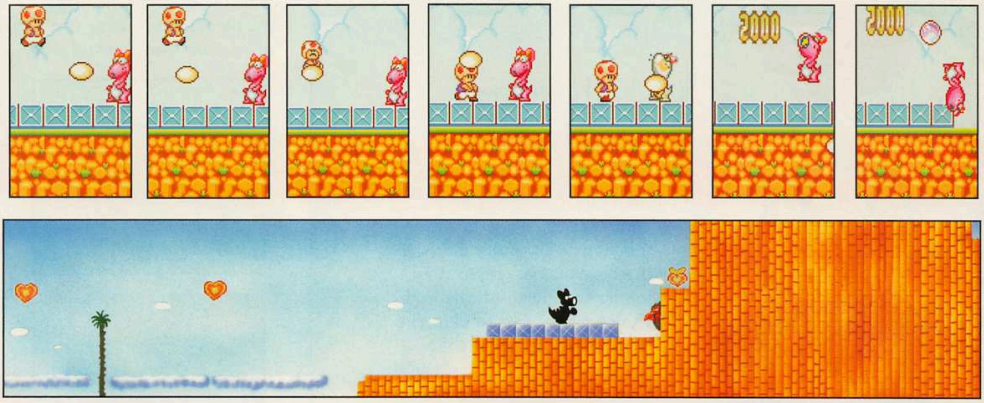
Grab the same Magic Potion in the Jar for Mushroom #3, but this time exit the Jar and leap to the right and climb up and right to find a platform above with a grass sprout. Drop the potion here to reveal the door to Subspace, where you'll find the second egg waiting inside.



BIRDO

Birdo is the first boss. She can be tricky until you know how to beat her. You can grab two floating Hearts to the left of her before beginning the battle, and a Heart Radish is located in a the grass to the right of her on the ledge above the hawk head/exit.

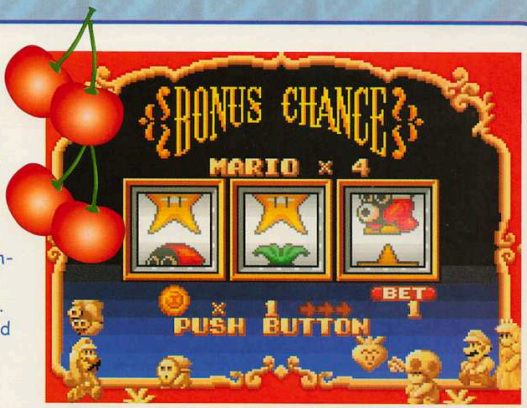
Birdo spits eggs at you. If you leap onto the egg you can ride it. While standing on the egg, you can use the B button to pick it up. The eggs are your weapon against Birdo. Jump on them, pick them up (be careful not to fall into the gap below), then throw them back at Birdo. Three direct hits and Birdo will drop a Crystal Ball you can grab to open the hawk's head. You're on to the next stage, or the Bonus Chance first if you collected any Coins in Subspace.



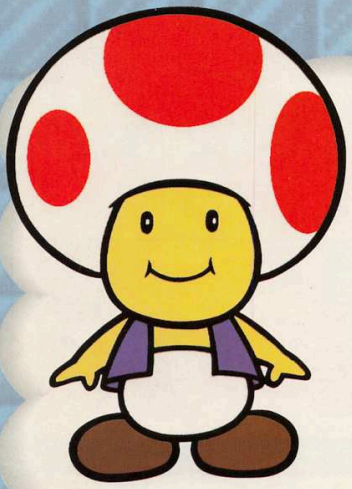
BONUS CHANCE

For each grass sprout you've collected in a Subspace you'll earn a Coin, and for each Coin you'll get to spin the wheels on the Bonus Chance jackpot machine.

While the timing was easier on earlier versions of this game, you can still use a few tricks to make collecting extra lives easier. Practice watching the wheels for a specific item, then as you feel the rhythm of the pattern press the button. With practice you can get the timing down to land on the item you want. If you land on an item you like, try pressing the A Button half a second after the wheels begin to spin again, and you should land back on that same item. If you land on a 7 for the first wheel, press the A Button rapidly as the wheels begin to spin again and you'll land on a Cherry for the first wheel on your next spin. It's difficult to explain the exact timing, but with a little practice you can get the hang of it.



WORLD 1-2

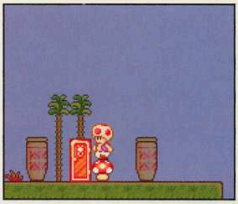


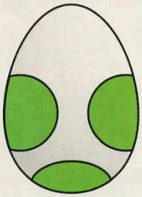
Character Selection

Toad will make collecting all the Coins and items on this stage easier, since he can rip them out of the ground with the greatest of ease. Luigi can make a jump at the end of the first area to skip the first cave, but the other characters can stay on the magic carpet ride from the beginning of the stage and reach the same high cliff.

Mushroom # 1

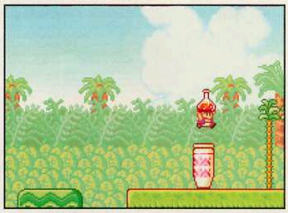
Drop next to the first Jar and grab the grass sprout to the left to find a Magic Potion, then drop it between the two Jars to make a door appear leading to Subspace. Enter Subspace to get the first Mushroom, but don't grab any Coins - wait until later.

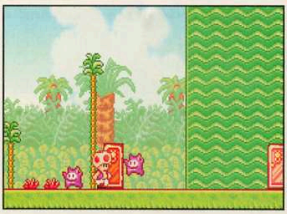


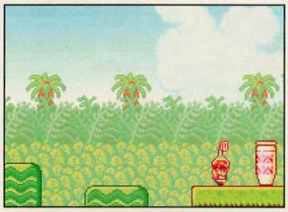


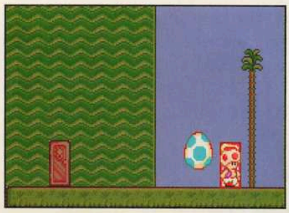
Yoshi's Egg #1

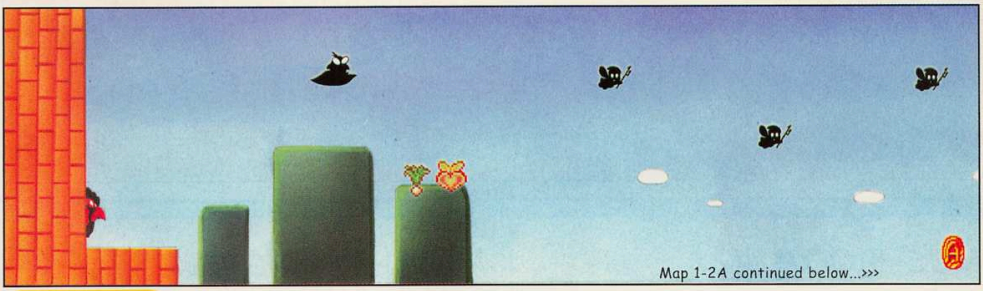
After grabbing Mushroom #1, grab the same Magic Potion for Mushroom #1, only this time take it further right, past two trees, the second Jar, another two trees, and drop it in the clearing before the green mountain to find the egg in Subspace.



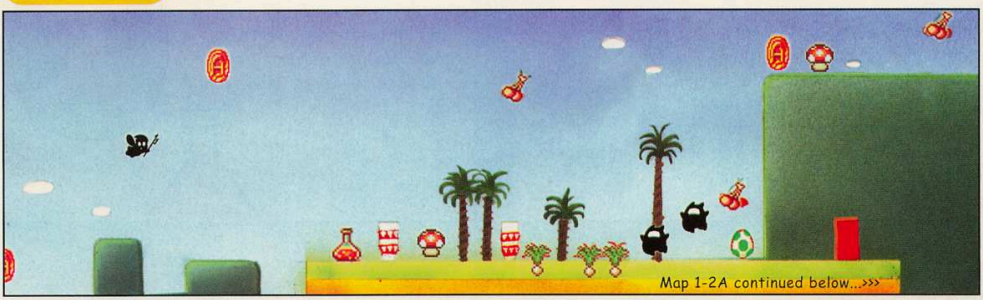


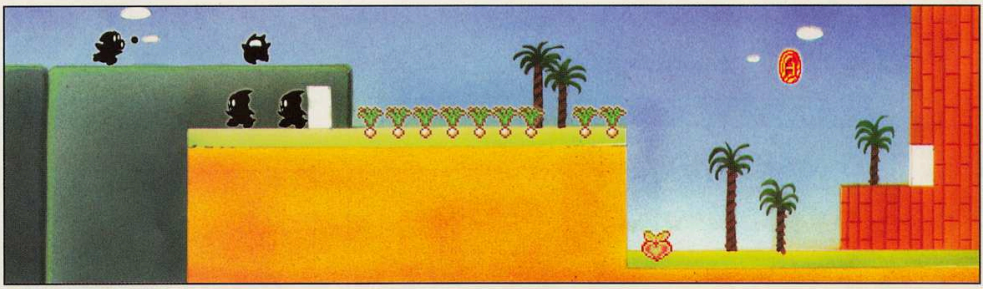






MAP 1-2A





Map 1-2A

From the beginning, jump to the third platform and grab the grass sprout on the right to get a Heart Radish. Jump back to the second platform and Super Jump onto the Pidgit, then lift him and throw him so you can steal his magic carpet. The carpet will disappear after a short time, so you'll want to move fast. Go right and fly low to grab an Ace Coin, then go high above the second platform ahead to grab a second Ace Coin. See the Mushroom #1 and Yoshi's Egg #1 Sections.

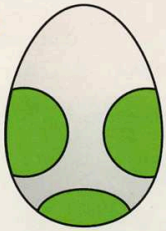
Stand on the Jar to the left and press Down on the + Control Pad to enter. Inside you'll find a grass sprout with a 1-Up. Exit and go into the right Jar to find a Key. When you grab the Key, Phanto will appear and chase you. He moves fast, so you'll need to move fast, too. If you drop the Key, he'll go away, but make sure you drop the Key somewhere safe, where you can retrieve it easily. Exit the Jar with the Key, then continue running to the right with it until you reach the locked door (press Up on the + Control Pad at the door to open it while you're holding the Key). If you lose the Key, by either dropping it into a pit or throwing it off the screen, you can return to the second Jar to find it again.

MAP 1-2B

MUSHROOM #2:

When the floor is opened, grab the Magic Potion and drop down, then use the potion to enter Subspace and grab the Mushroom. If you grab the potion early, you can still drop it near the soft floor area, then Bomb the floor to clear the path to the Mushroom before entering the door to Subspace.

YOSHI'S EGG #2:



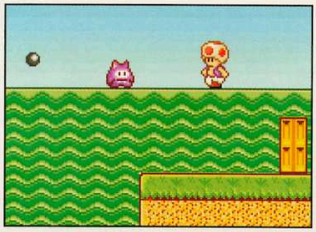
The egg appears near the bottom of the ladder, just to the right side, so use the Magic Potion there and enter Subspace to reveal the second egg.

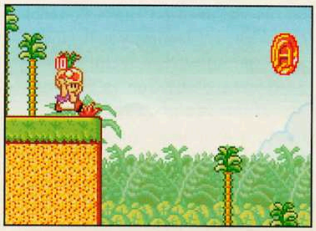
BACK TO MAP 1-2A

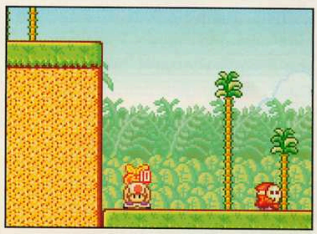
When you come back out of the cave, see the Mushroom #3 Section.

There's an Ace Coin to grab near Mushroom #3, before or after entering sub-space. See the Coin-Grabbing Section for one of the best opportunities for collecting coins in the entire game.

After collecting as much as 20 coins in this area, you're ready to head for the boss. Go right and grab the fifth Ace Coin (you may need to super jump). You can also pull up a grass sprout to collect a Heart Radish, then enter the door.

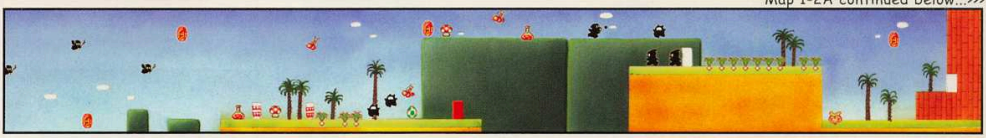






MAP 1-2A

Map 1-2A continued below...>>>

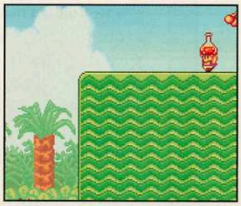


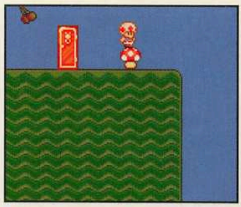
COIN COLLECTING:

If you already grabbed the Magic Potion to get Mushroom #3, go back to the right and enter the last cave you were in, then come back out, jump to the higher floor, and grab the last potion again. This time run to the right and use the potion to the right of the cave door. You should drop the potion on the third grass sprout from the left, and make sure your screen is scrolled to show the full line of grass sprouts to the right. Enter and quickly grab the nine grass sprouts along the ground, plus a tenth grass sprout if you drop down and grab it in time. It is much easier to collect all the grass sprouts/Coins if you're using Toad.

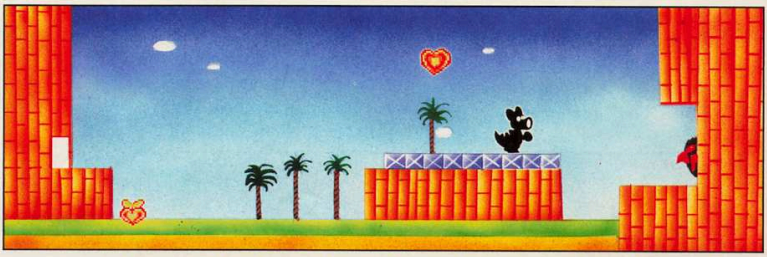
MUSHROOM #3:

Outside the cave, jump to the higher floor and go left to pull the Magic Potion out of the ground, then go to the far left of this floor and use the potion to enter Subspace and grab Mushroom #3.





BIRDO



You'll be facing off against Birdo again, and her pattern is the same as in the first stage. A floating Heart is in the air to grab when you need it, and a Heart Radish is buried in the ground to the far left, right below where you enter this arena. Jump onto Birdo's eggs, pick them up, then throw them back at Birdo. This battle is even easier than the last, because you don't have to worry about falling into any pits below if you grab the egg at the wrong moment.

WORLD 1-3

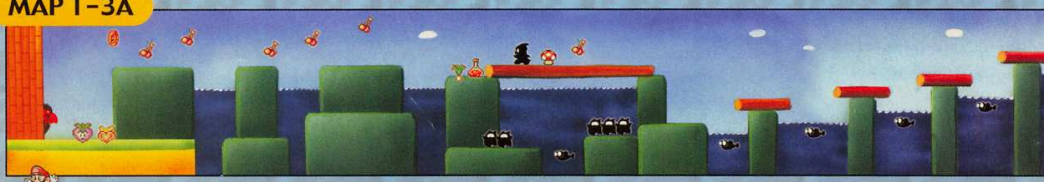
Journey Landmarks

This stage marks several important points in your journey through Super Mario Advance. It's the last stage of the first World, so you'll be facing off against your first world boss soon (Mouser). It's also the first area that includes a hidden Warp that will take you to World 4-1 (see the Top Secret section in the back of this book for more information).

MAP 1-3A

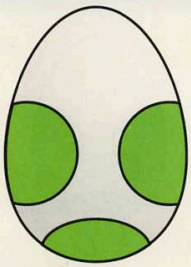
The second grass sprout is a Heart you should definitely grab. Go back to the left and jump on the head of the hawk, then jump up to the ledge above to reach the first Ace Coin. Go right to grab a few Cherries, then keep going to find a log bridge. Grab Mushroom #1 or Yoshi's Egg #1 (see Sections) Exit Subspace and go down below the bridge to find five Ninjis and a jumping fish. If you go to the far left of the stage you'll find a large vegetable in the first grass sprout. Grab it, then return to this area below the bridge and knock out all five enemies with the one vegetable to collect a 1-Up. If you miss, you can always restart the level and Try Again (using Try Again will not cost you a life, but you will lose any items you've grabbed on that stage up to that point). See the Mushroom #2 Section. To the far right, past the doorway, is a bouncing platform that will lift you to an Ace Coin.

MAP 1-3A



MUSHROOM #1:

Grab the grass sprout to the left of the first log to find a Magic Potion, then drop it on the center of the log and enter Subspace. Grab the Mushroom, but don't grab any Coins yet — there's a better chance to grab more Coins later, and you only get two chances per stage.

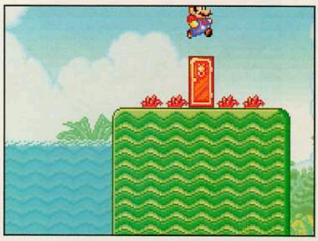


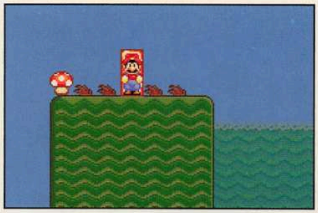
YOSHI'S EGG #1:

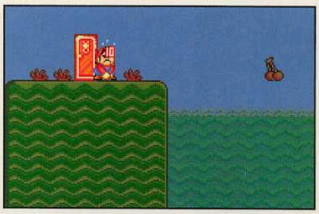
Grab the Magic Potion for Mushroom #1, but this time go below the log on the right ledge and use the potion to find Yoshi's Egg #1 in Subspace.

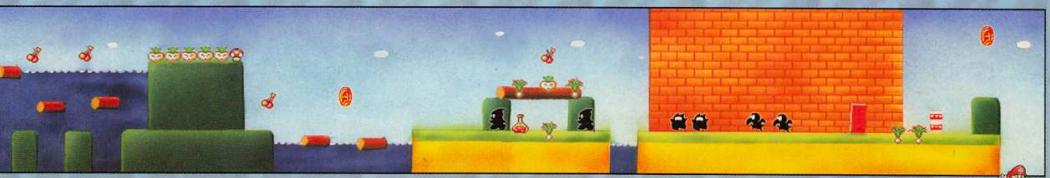
Mushroom #2 and Coin Collecting

Go right and jump from log to log across the waterfalls, then when you reach the high ledge with five grass sprouts, don't grab any of them yet. Go right across another waterfall with two falling logs and the second Ace Coin between them. Grab it, and go right to find a log on two small hills. On the ground in the left grass sprout is a Magic Potion — yank it out of the ground, then head back to that high platform with the five grass sprouts to collect five Coins and a Mushroom. You may need to Super Jump onto the falling log to the left of the high ledge, then leap up to the ledge from the log. Go right and enter the door to the tower, come back outside, then repeat the trick to collect another five Coins.







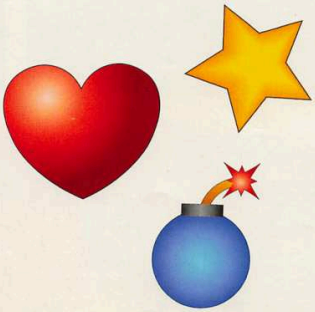


MAP 1-3B

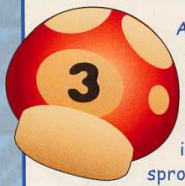
Enter the door to the tower, where you can go up or down. Head up to find four Mushroom Blocks. Under the bottom-left mushroom block is a Hidden Item Container. These containers rotate between three items: Bomb, Heart, Starman. When you throw the item container you'll receive the item that appears when it's hitting the ground.

Stack the mushroom blocks to reach the platform above. Keep climbing to find a Heart Radish along the left side, and a Jar on the right. Grab the Heart Radish, then see Mushroom #3 or Yoshi's Egg #2 Sections.

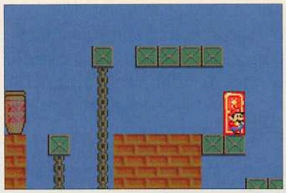
Climb to the very top of the tower and enter the door to find a Key room. The grass sprouts contain a vegetable and two Heart Radishes. Fill up your Hearts then grab the Key and run out of the room. Back in the tower, quickly work your way down to the very bottom-right area to find the locked door. As you fall through the chains hold right and you'll land next to the locked door. You'll pass a Heart Radish and a Shell along the way, which you can grab if you need them by carefully dropping the Key and picking it back up afterwards. Unlock the door, then go back to the main tower and climb to the top-left to grab the fourth Ace Coin.



MUSHROOM #3

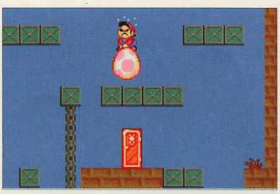


At the top of the tower (Map 1-3B), enter the Jar to find a Magic Potion in the left grass sprout. Climb back out of the Jar with the Potion and take it to the area where the Heart Radish is, then drop it and enter Subspace to grab the Mushroom.



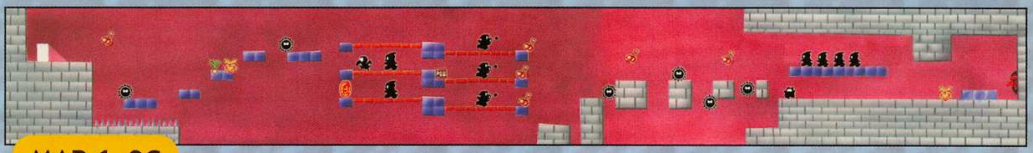
YOSHI'S EGG #2

Grab the Magic Potion in the Jar for Mushroom #3, but this time Super Jump to the platform above, then use the potion to enter Subspace and grab the second egg.



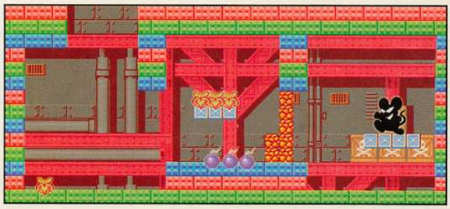
MAP 1-3C

Go back through the locked door and go right along the platforms to find several long platforms stacked three high. In the middle of each platform is a metal connection you can walk through by going from right to left, which will let you drop to the platform below it. Work your way to the bottom of the three and grab the fifth floating Ace Coin on the left. Continue right over several platforms and a few familiar enemies to find a Crystal Ball. Lift it, and you'll open the hawk's head that leads to the next boss, Mouser.

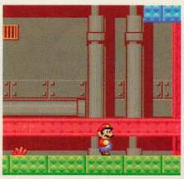


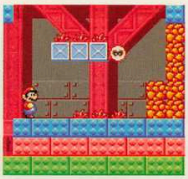
MAP 1-3C

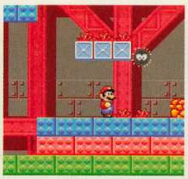
MOUSER



In Mouser's arena you'll find a Heart Radish to the far left, a platform of three blocks near the center that has three Heart Radishes, and several grass sprouts along the floor below it that contain Bombs to blast through the wall. Mouser will throw Bombs, which may also help open the wall. Stand on the floor below Mouser, to the left side, and catch a Bomb that Mouser throws. You don't have to press any buttons, just get under the Bomb and you'll catch it. Move to the space directly below the far right block of the platform Mouser is standing on and jump up, then press the B Button to drop the Bomb on Mouser's platform. Three hits and he's outta here!







WORLD 2-1

COBRATS

Expect these snakes to pop out of nearly every Jar you see. Knocking them out is easy enough — just leap up on top of their head, then lift them up and throw them. They're perfectly sized for knocking out several enemies — especially if you can hit a Pokey in the process — they count as four enemy hits, and you'll be well on your way to racking up a multiple-enemy knockout that will score you big points, and possibly some extra lives.

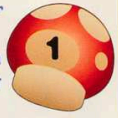
YOSHI'S EGG #1:

Go to the same spot as for Mushroom #1, but this time be sure you can see off the right edge of the platform as you enter Subspace. The egg will land in quicksand below the ledge, so move fast in Subspace to pick it up before it sinks.

YOSHI'S EGG #2:

The egg is located in the same area as Mushroom #2. Just drop the Magic Potion in the same area, enter Subspace, and grab Yoshi's second Egg.

MUSHROOM #1:



The first of the four grass sprouts in a row is a Magic Potion — grab it and drop it right there to enter Subspace, grab Mushroom #1, then grab the Coins out of the remaining grass sprouts since this is the best place on this level for collecting Coins. You can enter a nearby Jar and come back to collect another three Coins.

MUSHROOM #2:

Under the Panser you'll find a Magic Potion — drop it there and enter Subspace to find the second Mushroom.

MUSHROOM #3:

Go to the far right, past the door to the pyramid, and grab the grass sprout to find a Magic Potion. Carry the potion to the left and drop it next to the cactus (preferably on the right side, since the quicksand on the left side will make the potion sink). Enter Subspace and you'll find the third Mushroom sitting on top of the cactus.

MAP 2-1A

You'll start off right next to a Heart Radish. Grab it, then go right and watch out for Cobrats that leap out of Jars and the sand. Above the first set of bones is a floating Ace Coin. Continue right past two Jars to reach a platform with four grass sprouts on it. See Mushroom #1 and Yoshi's Egg #1 Sections.

MAP 2-1A

CONTINUE TO THE RIGHT....

To find your first encounter with quicksand you need to keep moving or jumping along the quicksand to avoid sinking into it.
Go right to grab the floating Heart above the next group of bones.
Go right to a cactus and stand on the top of it.
Super Jump to grab a floating Ace Coin above it.
Go right to find a pyramid of platforms with a Panser at the top. You want to get him off the pyramid, so grab a Shy Guy or the Shell in the ground to the right of the pyramid to knock him out.
See Mushroom #2 and Yoshi's Egg #2 Sections.
Between the next two cactus plants is another area of quicksand.
Keep jumping to stay above ground, and leap up near the right cactus to find a floating Ace Coin.
See Mushroom #3 Section.
Enter the door to the pyramid.

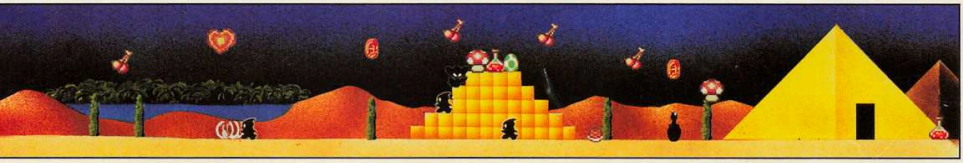
MAP 2-1B

Inside you'll need to dig down through the sand while avoiding Shy Guys that will fall into the holes you dig. Start at the right and grab the Cherry, then go left and continue down for another. Continue zig-zagging to also find two Ace Coins along the way. At the bottom-left is a ladder. Climb down to the bottom of the pyramid, where you'll find a Jar with a 1-Up inside. Go right and enter the door to find the next boss.

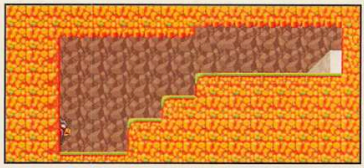
MAP 2-1B

BIRDO

It's Birdo again, but this time there are some big gaps to fall into if you're not careful.
Toad is a great pick for this battle, since he can lift the eggs very quickly. It's the same strategy as before — jump on an egg, pick it up without falling into a hole, then throw the egg at Birdo. Three hits and she's history, and you're off to the next stage.



WORLD 2-2

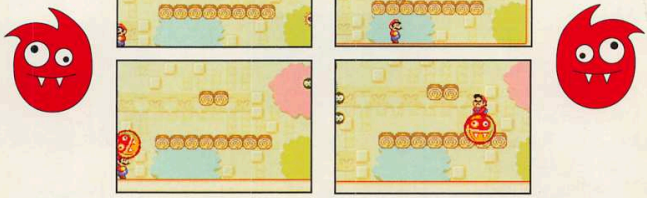


MAP 2-2A

From the beginning just climb up the steps and go outside.

POKEYS FOR LIFE

You can collect at least one 1-Up on this stage by grabbing a Cobrat from a Jar, then knocking out a Pokey while also knocking out at least one additional enemy, such as Cobrat. The Pokey alone is like knocking out four enemies, so each enemy added to that is worth an additional 1-Up.



MAP 2-2B

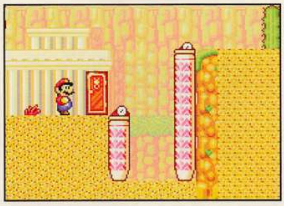
Grab the Shell out of the ground and throw it at the Shy Guys to collect a few Hearts. Watch out for the quicksand as you head to the bones, then stand on them and Super Jump to grab the Ace Coin above. See Mushroom #1 Section. When you exit Subspace, go right to the tall Jar. Inside the tall Jar is a strange faceball and several Sparks that travel around the outside walls. This is a great 1-Up opportunity for two extra lives. Grab the ball, then throw it at a group of the Sparks. It will roll around the walls for a few seconds before disappearing, but if you stand under it as it's rolling down a wall you can reverse its direction, which can help you wipe out any remaining Sparks. If you knock out all six Sparks you'll earn two extra lives.

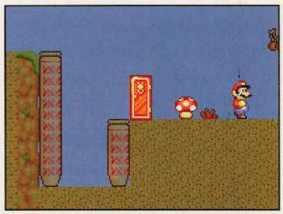
Go back up to the surface and go right to find more quicksand and super-fast quicksand. You need to be extra careful when crossing the faster quicksand, so jump rapidly. A platform of bones will appear in the quicksand and sink down, similar to the pattern of logs in the waterfalls. Jump on the bones the moment they appear at the top of the quicksand, then Super Jump to reach the Ace Coin above. Go right and enter the door below.

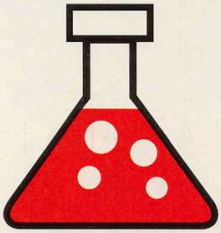
MAP 2-2B

MUSHROOM #1

Go right until you reach a Jar, then grab the Magic Potion out of the first grass sprout and drop it one block to the right of the third grass sprout. Enter Subspace to grab Mushroom #1.

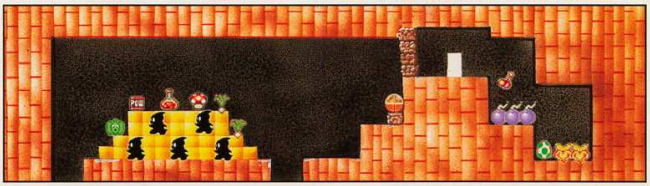


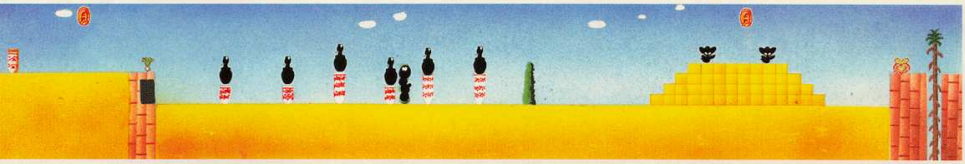




MAP 2-2C

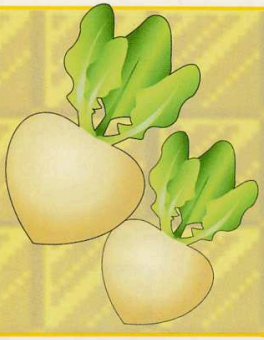
Inside the cave you'll need to Bomb the wall to reach a room to the left. The three grass sprouts grouped together contain Bombs. The two grass sprouts in the bottom-right corner contain Heart Radishes. Grab a Bomb and quickly Super Jump up to the wall, then throw the Bomb at the wall or drop it next to the wall. Once you blast through the wall you'll find five Shy Guys on a mound, which also has a POW. Don't grab any of the Shy Guys yet... grab the POW and use it. If you knock out all five Shy Guys using the POW you'll earn a 1-Up. See the Mushroom #2 and Yoshi's Egg #1 Sections.





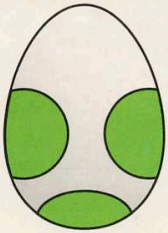
MAP 2-2B

Exit the cave and go right to find lots of Jars you can enter, there is a POW in the second Jar after the cave. Go right to find a pyramid with two Pansers – grab the Ace Coin floating between them. Grab the Heart Radish to the right of the pyramid, then climb down the vine to the next area.



MUSHROOM #2

Grab the middle grass sprout in the cave to find a Magic Potion, then use it in that spot to find Mushroom #2 in Subspace. This is also the best spot on this level to collect Coins, so grab them before time runs out.

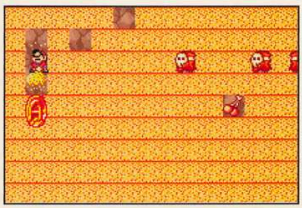


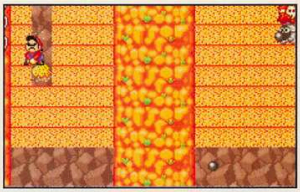
YOSHI'S EGG #1

Use the Magic Potion in the far right corner of the cave to find the Yoshi Egg

MAP 2-2D

Dig down into the sand until you reach a junction where the path splits into two paths, then keep digging down the left side. There are a few Cherries and an Ace Coin to grab on the way. In the bottom-left area is another Ace Coin, and further down is a Jar with two grass sprouts. Grab the 1-Up inside the Jar, then see the Mushroom #3 and Yoshi's Egg #2 Sections. Go right and down the right side path in the sand to find the door to the next boss.

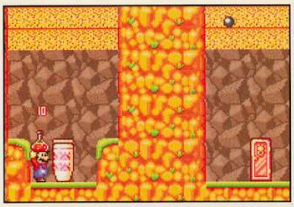


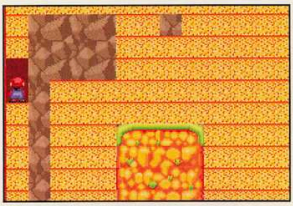


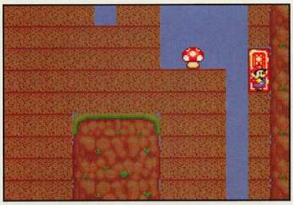
MAP 2-2D

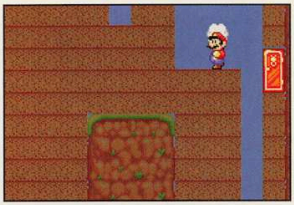
MUSHROOM #3

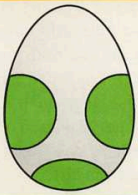
Pull up the left grass sprout outside the Jar at the bottom-left of Map 2-2D to get a Magic Potion. Super Jump back up into the sand and climb up until you reach the block of open sand directly above (at the junction), then drop the potion inside and enter Subspace to find Mushroom #3.











YOSHI'S EGG #2

Climb back to the very top of the sand area with the Magic Potion and use it in the center to find Yoshi's Egg in Subspace.

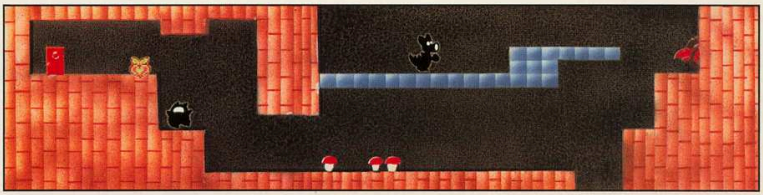
BOW-STEALING MARIO

This is the first Birdo that you can steal the bow from. Jump on her head, then press the B Button as if you were going to lift her. Instead of pulling her off the ground, you'll pull the bow out of her hair. You can't really do anything with it — if you throw it at her it will just land back in her hair — but it's still a fun trick!

BIRDO

Inside you can grab a Heart Radish from the grass sprout, then drop down to find a Big Ninji that you can throw around several times until you have filled your Heart Containers. Depending on which character you're using, you may need to stack the Mushroom Blocks to the far right so you can reach the ledge in the upper-right.

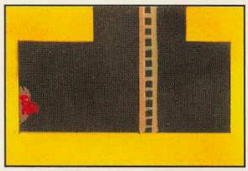
If possible, bring one of the Mushroom Blocks with you to throw at the boss. Climb up to find Birdo to the left. It's the same strategy as before — jump onto an egg, lift the egg up, then throw it at Birdo. Repeat that pattern three times to knock her out. If you brought a Mushroom Block with you, you can use that instead of an egg to knock Birdo out. Be careful though! At this stage Birdo starts shooting fireballs!



WORLD 2-3

HITCH-HIKING

On this stage you'll need to do a little hitchhiking on the backs of the Beezos to reach high platforms. The Beezos fly too fast for you to stay on, so you'll have to leap off quickly before you fall off.
Soon you'll meet the Albatoss, and they can carry you as far as you wanna go.



MAP 2-3A

You'll start off in a pit with nothing to do. Climb the ladder to find yourself in the great outdoors.

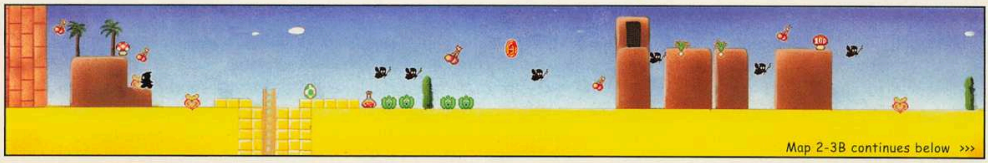
MUSHROOM #1

Pick up the first grass sprout to the right of the ladder to reveal a Magic Potion. Carry it to the left and drop it on the highest platform between the two trees. Enter into Subspace to find Mushroom #1.

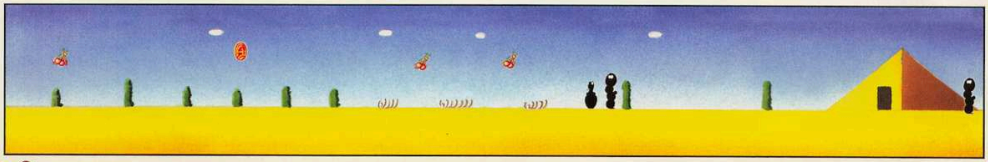
MAP 2-3B

You can go left or right, but you'll want to start off by grabbing the first Mushroom or Yoshi's Egg (see Sections).
Also in this area to the left of the ladder you can collect two Heart Radishes from the grass sprouts in the ground. Continue right, past the cactus, and jump rapidly as the Beezos appear.

You want to jump so the Beezos will be high in the air when they come toward you, then leap onto their backs and quickly leap off and grab the first Ace Coin above. The Beezos are too fast, so if you stand on their back for more than a second you'll fall off. In the next structure you'll see a door high above. Use the same strategy of making the Beezos fly high by jumping as you walk toward them, then leap on one and jump to the door above. Luigi can make the jump to the door without a Beezo, using a Super Jump. To the right of the door is a 1-Up in the far right grass sprout.
Go inside the door.
See Mushroom #2 Section.

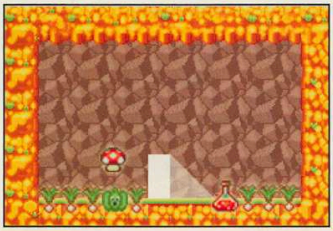


MAP 2-3B



MAP 2-3C

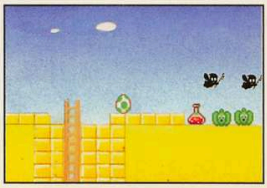
You can go left or right, but start off by grabbing the first Mushroom or Yoshi's Egg. (see Sections)



MAP 2-3C

YOSHI'S EGG #1

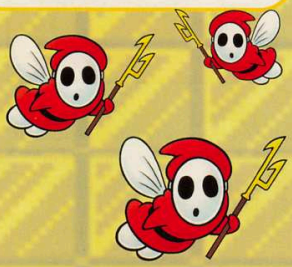
Follow the same directions for Mushroom #1, but this time drop the Magic Potion about three blocks to the right of the ladder to find Yoshi's Egg in Subspace.

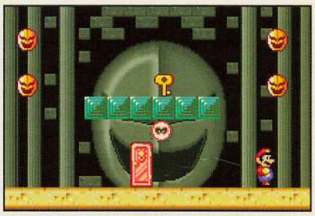


MUSHROOM #2

When you enter the door on the high ledge you'll find a room with lots of grass sprouts. Looks like a great place to do some Coin collecting in Subspace! Grab the first grass sprout on the right, next to the door, to find a Magic Potion. Use the potion to enter Subspace and you'll find the Mushroom, plus a great opportunity to grab 8 Coins. Exit Subspace, go out the door and come back in, then go back into Subspace to grab another 8 coins.

Keep in mind that characters other than Toad may not be able to grab all 8 Coins before time runs out in Subspace, so he's the prime choice for this stage if you want Coins to play in the Bonus Chance.



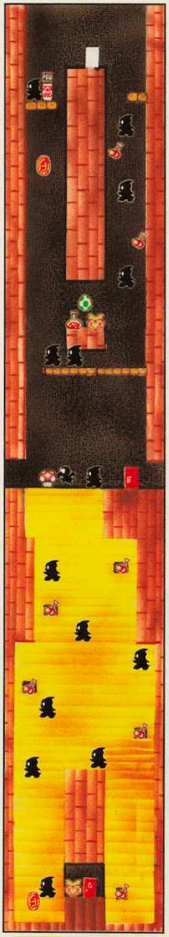


MAP 2-3D

Jump to the Jar on the left side. Go inside the Jar to find a POW. Carry the POW out of the Jar and fall off the left side, but stay near the middle of this area to grab an Ace Coin during the drop. Immediately after the Ace Coin hold Right on the + Control Pad to land on a platform below. A big batch of Shy Guys will fall from above. When they hit the ground, use your POW to knock all five out, and you'll collect a 1-Up.

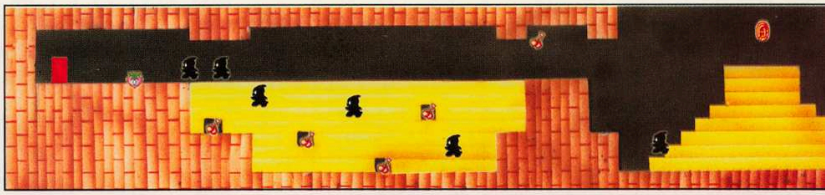
There are two grass sprouts on the platform you're on. Grab the right grass sprout for a Heart Radish, then see the Section for Mushroom #3 and Yoshi's Egg #2.

Dig down into the sand until you reach the door. To the left of the door is an Ace Coin, and a Heart Radish is in the grass sprout next to the door. Enter the door to find a Key room. Grab the Key and exit the room, then climb up the sand to the top and enter the locked door.



MAP 2-3D

MAP 2-3E



MAP 2-3E

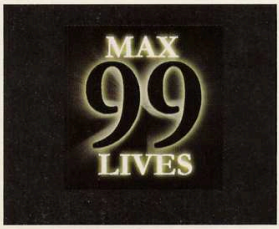
You'll end up in a wide room, with the door to the next boss located to the far right. First you'll have to dig through some sand for a few items. There's a large Vegetable in the ground, and enough Shy Guys in the next area to earn a 1-Up, but gathering them together can be challenging. See the Max Lives Section for a better way.

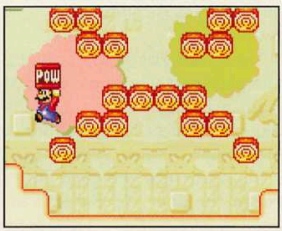
There are a few Cherries in the first pit of sand you can dig into to collect.

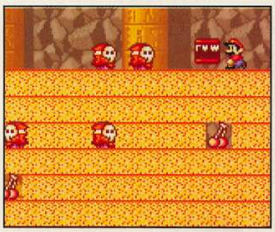
Go right to the pyramid of sand and stand next to the Panser at the top. You can either knock him out by throwing an enemy or item, or simply stand next to him and jump between his fireball blasts to grab the Ace Coin floating above. To the right is a Crystal Ball, and a few Jars, each with a POW inside. Lift the Crystal Ball to open the hawk's head that leads to the world boss, Triclyde.

BACK TO MAP 2-3B

Go right and grab the 1-Up if you haven't already, then drop down to the sand to find a Heart Radish. Ahead you'll find many cactus plants and a few areas of quicksand. Above the fifth cactus is the second Ace Coin. Go right and watch out for super-fast quicks and between the groups of bones. Between the last two cactus plants you'll find a couple of Pokeys you can knock out with Cobrats to earn a 1-Up, if you can knock the entire Pokey out with one hit and also hit another enemy. Keep trekking to the right until you find the pyramid, then go inside.

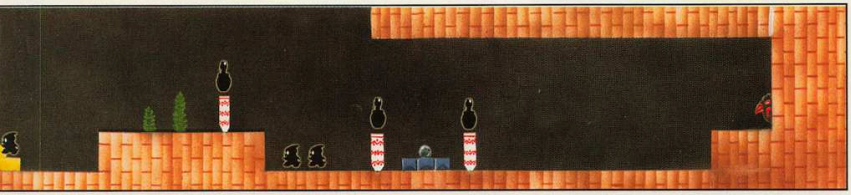




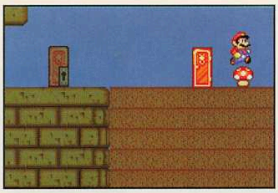


MAX LIVES 99

Go to the right past the pyramid of sand and jump into the first Jar to find a POW inside, then bring it back to this area and drop it while all five Shy Guys are visible on the screen to collect your 1-Up. You can repeat this trick until you have 99 lives.

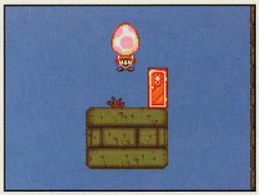


MAP 2-3E



MUSHROOM #3

Grab the left grass sprout for a Magic Potion. Carry the potion and jump down to the sand, then use the potion along the left area of the sand. Go into Subspace to collect Mushroom #3.

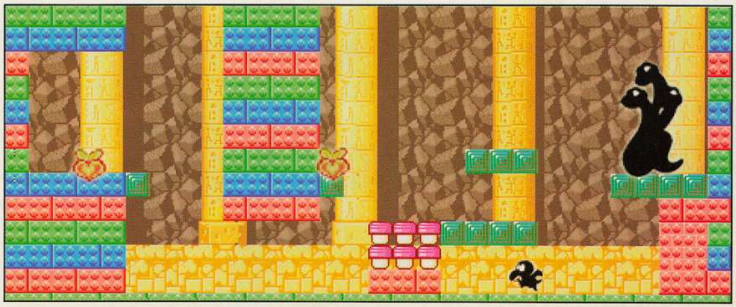


YOSHI'S EGG #2

Don't drop down after grabbing the Magic Potion. Use it on the same platform where you found the potion to grab the Yoshi Egg.

TRICLYDE

Triclyde is a three-headed Cobrat that spits fireballs. You can grab a Heart Radish by Super Jumping into the space in the left wall. To the right is a stack of Mushroom Blocks, and another Heart Radish is located above them. Use the Mushroom Blocks to build a wall to guard yourself from Triclyde's fireballs. Then grab one of the Mushroom Blocks from the bottom and carry it up to the top platform, then jump and throw it at Triclyde. You can also throw the Tweeter at Triclyde. If you fall to the floor below don't panic, you can jump up through the platforms to get back on top, then fall to the left to hide behind the Mushroom Blocks if you need to. Hit Triclyde three times, once for each head, and you'll knock him out.



WORLD 3-1

Cloud Hopping

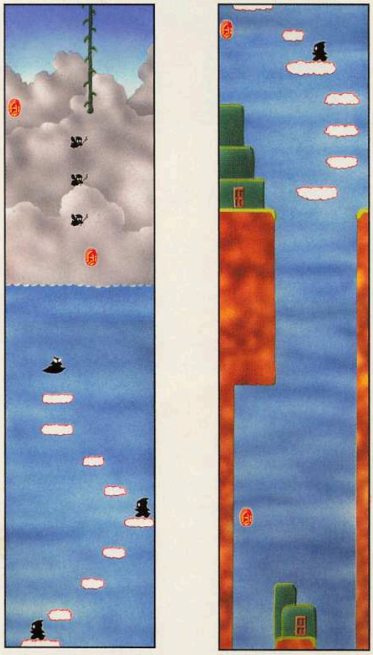
All your platform climbing skills will be tested on this stage, with several groups of clouds to traverse in order to reach your goals. There's a leap of faith to make at the beginning of the stage that will land you in the best possible place to grab Coins, especially if you've got Toad's awesome lifting strength.

This stage also features the second warp in the game, which will take you to World 5-1. See the Top Secret section in the back of this book for more information.

Leap Of Faith:

If you have the guts to do it, make a leap of faith by falling off the edge into the waterfall right after you come through the door. Hold Left on the + Control Pad as you fall to guide your character into an Ace Coin, which is one block from the left wall. The moment you hit the Ace Coin, hold Right on the + Control Pad to land on a safe island with a door near the center of the waterfall. Enter the door to find a long row of grass.

MAP 3-1B



(continue top of next map)

MAP 3-1A

The entrance is a small room where you can grab a Heart Radish in the right corner, or you can throw one of the small vegetables and hit both enemies to collect a Heart. Leap over the waterfall and enter the door to find the next area.

MUSHROOM #1 AND COIN COLLECTING

This is obviously the best opportunity to build up your Coin collection, and if you've got Toad you'll be able to grab the most. You'll find the Magic Potion hiding in the sixth grass sprout from the far right. Take the potion to the far left grass sprout, then go back to the right and place it on the fourth grass sprout from the left. If you're in the correct spot, you should be able to see every grass sprout on the screen as you enter the door to Subspace. Once inside Subspace, quickly grab as many Coins as possible before time runs out. Toad can collect 14 Coins, while Princess is limited to about 8 with her weakened lifting strength. Also remember that if you grab the Mushroom and don't grab any Coins, it won't count against your limit of two tries collecting Coins on each stage. So enter and grab the Mushroom by itself to get it out of the way, then exit and enter again to go for the Coins. Enter a third time to collect the Coins again.

MAP 3-1C

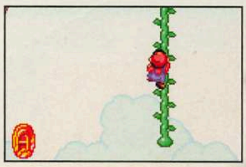
The door to the right will put you back up to the start of the waterfall where you began the fall to this island, so don't enter it until you're ready to go back. If you haven't collected coins twice yet, go back to the door on the left and exit, then re-enter and grab all the coins again. Enter the door to go back up to the top of the waterfall.

YOSHI'S EGG #1

If you're on your second quest through the game and searching for Yoshi's Egg, grab the Magic Potion from the Mushroom #1 Section and carry it to the right, drop off the ledge, and place the potion to the left of the Jar to find Yoshi's Egg in Subspace.

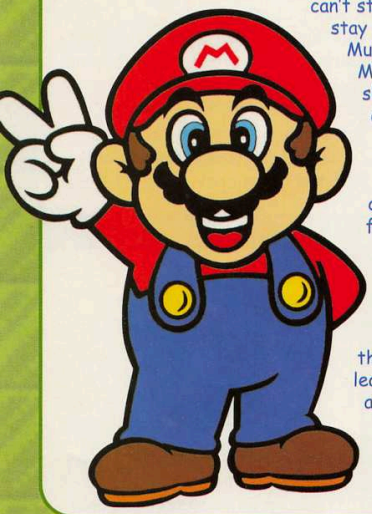
BACK TO MAP 3-1B

Climb to the top of the hill where you're at, using Super Jumps if necessary, and grab the Ace Coin above. Go back down to the bottom of the hill and jump over to the cloud on the right (or, if you want, you can make a leap of faith off the left side of the screen from the top of the hill and you'll end up on the clouds along the right side of this area). Climb to the top of the clouds to find a Pidgit floating on a magic carpet. Jump on top of him and lift him up to hijack his magic carpet, then go straight up along the middle to find the third Ace Coin. Continue up the middle area to avoid the Beezos that appear from the sides of the screen, then when you reach the vine go left to find the fourth Ace Coin. If your magic carpet starts flashing, rush to the vine because your time is up. If you fall, another Pidgit will appear above the top cloud ready to be hijacked. Climb the vine to the next area.



SHORTCUT!

You can take a shortcut to the boss of this stage by going into the door to the far left on Map 3-1D, but getting there can be tricky for Toad and Mario. Luigi and Princess can make a leap to the far left and reach the ledge. Toad and Mario must build a bridge, of sorts, by using the Mushroom Blocks to the right. There are small, egg-shaped clouds in the area to the left, and while you can't stand on them, a Mushroom Block will stay on them — and you can stand on the Mushroom Block. Start by dropping a Mushroom Block on the first egg-shaped cloud while jumping, then grab another Mushroom Block.



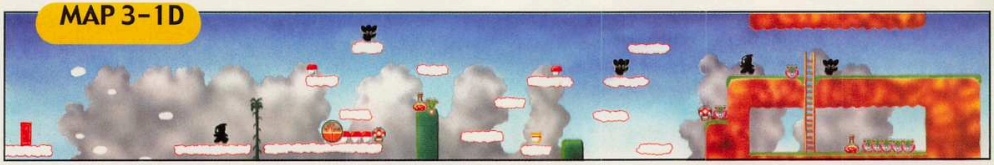
Stand on the first Mushroom Block and drop the second Mushroom Block next to it. Stand on the second Mushroom Block and pick up the first Mushroom Block, then throw it at the egg-shaped cloud to the lower-left. There's a smaller cloud there to prevent the Mushroom Block from going too far. Leap to it, then you can reach the ledge to the left with the door leading to the boss. You'll come out in a small room with two Bombs in the ground. Bomb the wall open, grab the fifth Ace Coin, then climb to the roof and go left to find the boss.

MUSHROOM #2

The left sprout has a Potion — grab it and drop it on the narrow ledge, or take it to the area to the lower-left where the Mushroom Blocks were and drop it there. Enter Subspace and you'll find the Mushroom where the Mushroom Blocks were located.

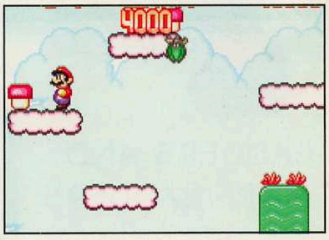
BIRDO

It's time for Birdo again. Before or after fighting her, you should go grab the hidden Ace Coin to the far right. To find it, stand on the hawk's head in the upper-right, then Super Jump up to the ceiling and go right to drop down to the Ace Coin. Birdo has the same strategy as before. You can either grab her eggs and throw them at her, or leap over her and grab the two Mushroom Blocks behind her, then throw them at her. Either way, it's a quick battle with only three hits to knock her out.



MAP 3-1D

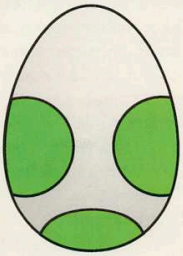
If you don't take the shortcut you'll have to traverse the platforms to the right.
Underneath the first Mushroom Block you'll find a Hidden Item Container. Use one of the hidden Mushroom Blocks to take out the Panser directly above. Next, drop onto the small hill with two grass sprouts. Your next task is to find Mushroom #3 or Yoshi's Egg #2 (see Sections).
Two clouds to the right of the narrow ledge is a Jar. Go inside to find another Faceball you can throw that will roll around the outside walls of the room. Throw it at a group of enemies, then stand under it as it rolls down a wall to reverse its direction and hit the rest of the enemies before it disappears. Come out of the jar, then see the Mushroom #3 Section.
You can use the vegetables near the Panser to knock him out.
Go right to find a door leading to the next boss.



MUSHROOM #3

Grab the Mushroom Block on the cloud above you, then use it to knock out the Panser to the right. Go back to the left and grab the Magic Potion from the narrow ledge, then go right across the clouds to the large area of land and use the potion on the far lower-left edge. Go into Subspace to find Mushroom #3. Another way to do this is to grab the potion from inside the room to the right in the far left

grass, but you can't climb the ladder, so to get the Mushroom you must use the potion inside the room to the far left where you'll be able to see the Mushroom, then quickly climb the ladder and climb down to grab the Mushroom. Our first technique is much easier.



YOSHI'S EGG #2

Instead of going left with the Magic Potion, use it on the cloud directly above the narrow ledge to find the next Yoshi Egg.

WORLD 3-2

MAP 3-2A

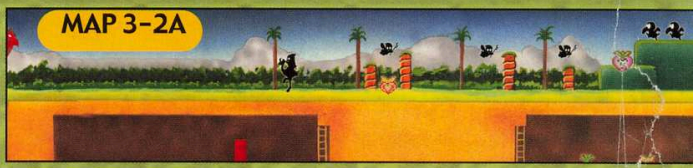
Go right and grab the first grass sprout to find a Heart Radish. There is a large vegetble between these two areas. Go right to the next two sprouts of grass next to each other and grab either one (they're both small vegetables), then go right, grab the Ace Coin, and throw the small vegetable at the Panser. Go right to find a big POW block in the ground. Super Jump on it to grab the Ace Coin above.

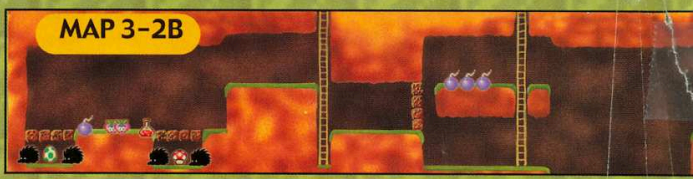
There's a chance here for some 1-Ups, but you must grab the big POW block in the ground without falling into the hole. You can do this by standing so you're half on the POW block and half on solid ground. When you pick up the big POW block you should stay above ground — throw the POW block to the right and follow it quickly as it bounces and knocks out several enemies. Next up is Mushroom #1, Yoshi's Egg #1, and the best Coin-collecting spot on this stage (see Sections).

You won't be able to reset this area easily for another go at the Coins, so go left and grab the Ace Coin in the air (either by leaping from the hill or Super Jumping from below), then grab either of the two grass sprouts at the bottom of the hill to find a Bomb. Use the Bombs to open up the soft spots in the ground, then drop into the underground cave. Go left past the ladder to find three grass sprouts with a 1-Up in the far left sprout, then continue to the far left for an Ace Coin. Go back to the right and climb down the ladder.

LADDERS AND MORE LADDERS

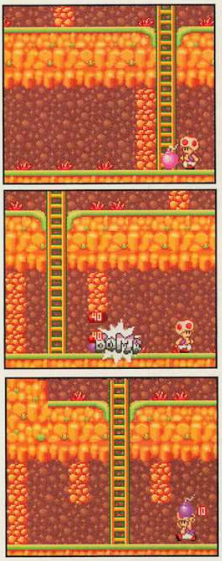
You'll be climbing between Map 3-2A and Map 3-2B several times on this stage. Strategic Bombing is required when you first head underground, as you must Bomb through several walls with a limited number of Bombs. It's important to get used to the timing of the Bombs as they flash, then explode. With a little practice you'll become a demolition expert!





MAP 3-2B

In the new area there's a Heart Radish in the ledge below in the grass sprout. There's a limited number of Bombs to be found in the grass sprouts in this area. You need to use these Bombs in a specific order to destroy all the walls in this area. The Bombs are timed, as before, so you have to rush to get them to the proper wall before they explode. If you make a mistake, you'll have to go back up the far right ladder then come back down to reset everything. Use our map and use Bomb A on Wall A, Bomb B on Wall B, and so on. See Mushroom #2 Section. After grabbing Mushroom #2 and leaving Subspace, jump onto the blue blocks above and go up the ladder.



MAP 3-2A

When you get to the top of the ladder, quickly grab the grass sprout to the right to find a Shell. Throw the Shell at the Shy Guys to the left to reveal a couple of Hearts. The Shell will bounce and rebound back at you, so be ready to jump. Go left and climb down the ladder.

MAP 3-2B

Leap to the left across several platforms to find an Ace Coin, and another ladder. Climb the next ladder to a small room with two grass sprouts.

MAP 3-2A

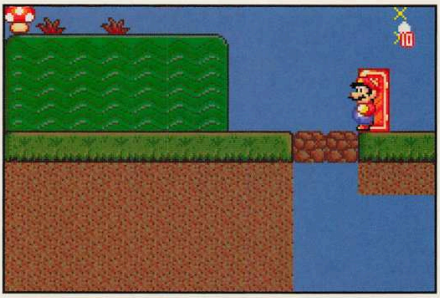
Grab the Heart Radish in the right grass sprout while avoiding the Beezos, then go left and down the ladder.

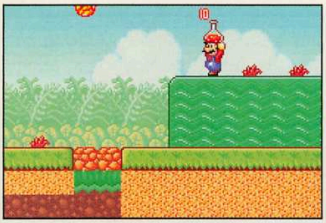
MAP 3-2B

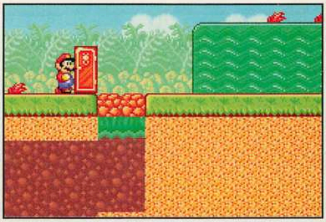
You'll be on a ledge with three grass sprouts that contain Bombs. You need to hold the Bombs until they begin flashing, then drop them at the perfect time to blow open the wall on the left. The timing is critical, but you get three tries. Go left and climb the ladder halfway up (not off the screen). Continue left to find four grass sprouts and two pits with Porcupos. The far left grass sprout has a Bomb — use it to blow open one of the two pits (see Mushroom #3 and Yoshi's Egg #2 Sections).

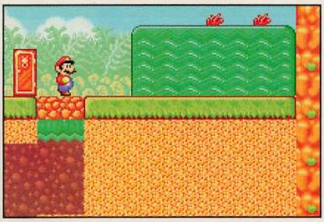
MUSHROOM #1 AND COIN COLLECTING

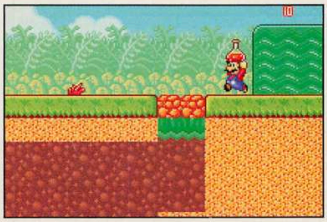
Continue to the right to find the prime spot for collecting Coins on this stage, and the first Mushroom. You'll find two grass sprouts on the lower ground and three on the hill. Grab the far left grass sprout on the hill to find that Magic Potion, then drop it in that space and make sure you can see the other four grass sprouts as well as the right side of the hill as you go into Subspace. The Mushroom will be on the far right edge of the hill, which will be on the far left of the hill when you're flipped over in Subspace.

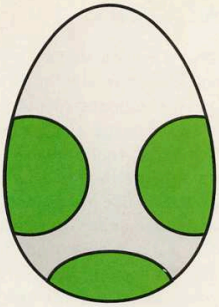






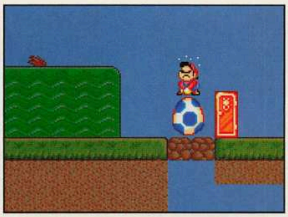


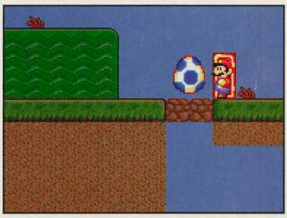


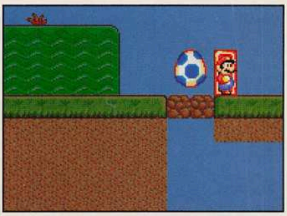


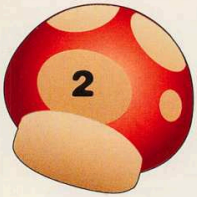
YOSHI'S EGG #1

Follow the directions for Mushroom #1. The egg will appear to the left of the mountain, on the soft spot in the ground, which becomes the right side of the hill when you're flipped over in Subspace.



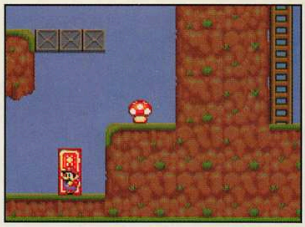


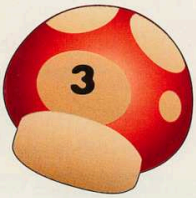




MUSHROOM #2

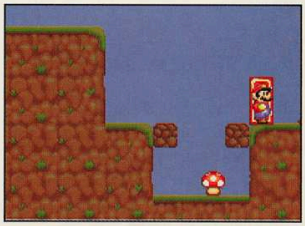
Once you have cleared out the walls, go to the second floor and grab the far left grass sprout to reveal a Magic Potion, then carry it to the right, off the ledge, and back to the far left of the lower floor. Jump up to the ledge on the left so you're just below the three blue blocks, then use the potion here to find the Mushroom in Subspace.

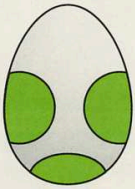




MUSHROOM #3

Blast open the right pit near the center with a Bomb. Grab the far right grass sprout to reveal the Magic Potion, then drop it and enter Subspace, and grab Mushroom #3. The other two grass sprouts contain vegetables. Go up the ladder to the right to find the door that leads to the boss.



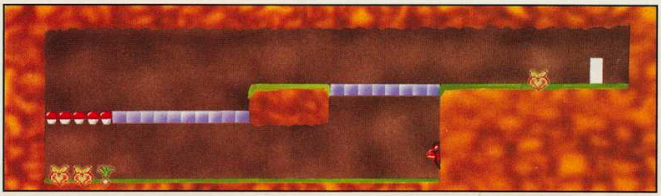


YOSHI'S EGG #2

When going for the Yoshi Egg, follow the instructions in the Section for Mushroom #3, but Bomb a hole into the left pit instead of the right.

BIRDO

You can grab a Heart Radish as you enter the arena to the next boss. It's Birdo again, and her pattern is basicly the same. Avoid the fireballs, grab the eggs, and throw them back at Birdo. No fear of falling into any pits here. Once you knock Birdo out grab the Crystal Ball to open the hawk's head exit, then go left and grab a Mushroom Block to fall through to the area below. You can grab two Heart Radishes in the ground to the left, along with a useless small vegetable.
Go right and leap into the gaping jaws of the hawk to end this stage.

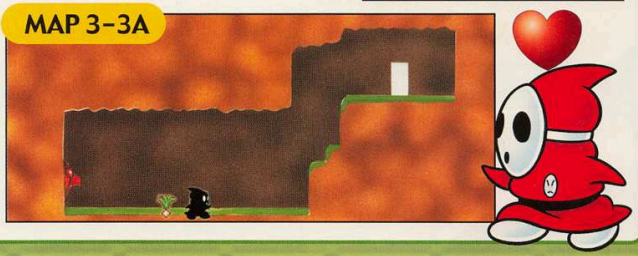


WORLD 3-3

MAP 3-3A

There are two grass sprouts in the entrance room, and the right one has a Big Shy Guy — throw him around to get a Heart. Go through the exit door to find the next area, outdoors.

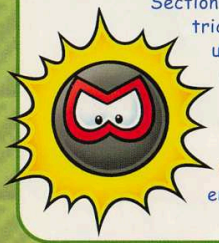
MAP 3-3A



PLATFORM MANIA

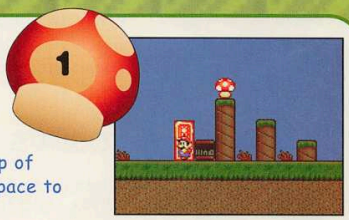
This stage has several tall rooms with lots of platforms that will test your skills. Using the "wraparound" in some rooms will be useful — walk off the right side to appear on the left side, and vice versa.

Check the Basic Training Section for a cool trick you can use with POW blocks to maximize their impact on enemies.



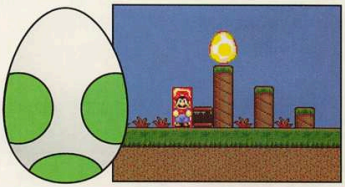
MUSHROOM #1

Grab the Magic Potion out of the far right grass sprout and take it back to the left to place it on the top of the highest pole. Enter Subspace to find Mushroom #1



YOSHI'S EGG #1

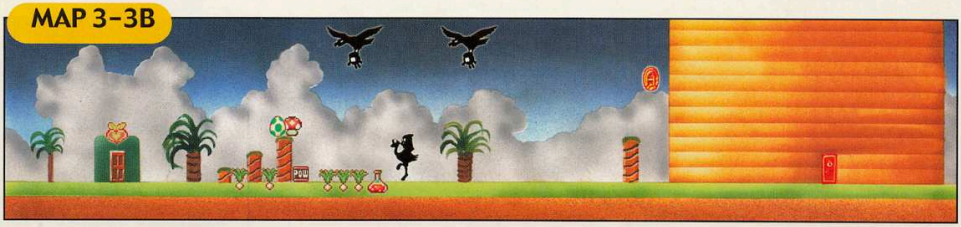
Yoshi's first Egg on this stage is in the same spot as Mushroom #1, exactly.



MAP 3-3B

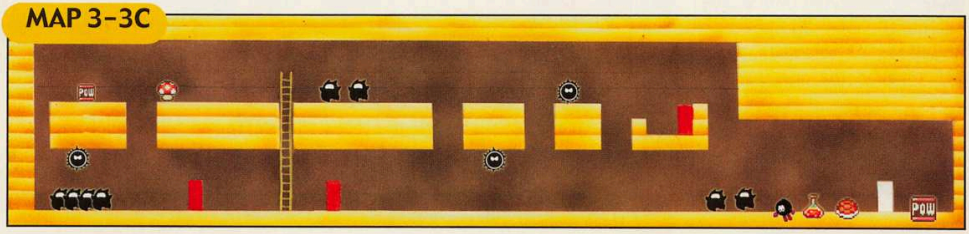
Outside you'll find a Heart Radish in the ground above the door. Go right to find three poles followed by a POW and four grass sprouts. See the Sections for Mushroom #1 if this is your first time through the game, or Yoshi's Egg #1, if you're attempting Yoshi's Challenge. Go right to find another tall pole next to a building. Stand on the pole and jump up to get an Ace Coin. Go right and enter the door into the building.

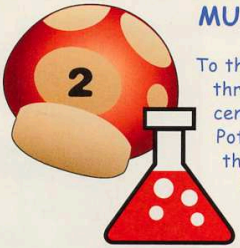
MAP 3-3B



MAP 3-3C

First, grab Mushroom #2 (see Section). There's an opportunity to max out your lives here (see Max Lives 99 Section). Go to the right of the locked door to enter an unlocked door.



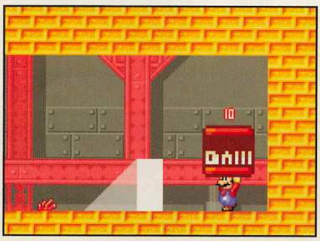


MUSHROOM #2

To the left of the first door are three grass sprouts, and the center grass has a Magic Potion. Grab it, then run to the left until you reach the locked door. The Mushroom will appear on the left side of the ledge above the door. You want to scroll the screen so you can see the top left of that ledge and the ladder to the right, so when you enter Subspace you can climb the ladder and quickly grab the Mushroom before time runs out. As an alternate, you can go to the first platform above near where you pulled up the potion (the platform with the door), stand on the back of a nearby enemy or shell, and Super Jump up to that platform. Then you can leap across to the left until you reach the ladder. Go left to the left of this ledge and use the potion. You won't have to climb the ladder to reach the Mushroom, but it seems like a lot more work to us.

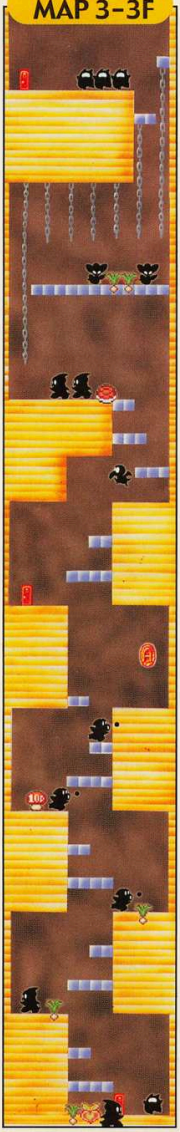
MAX LIVES 99

Inside the door go right and grab the grass sprout to find a big POW block. Run to the left and leap over the Ninjis, carrying the POW block. There's a Spark going around a block above — you want to throw the big POW block while running to the left, but before that Spark scrolls off the screen. In other words, you want to use the POW while you can still see that Spark, so he counts as one of the enemies you knock out, along with several to the left. Keep running behind the POW to knock out several enemies and earn an easy five extra lives. You can go back to the right, out the door, back in the door, and grab the POW block again to repeat this pattern and build up lots of extra lives (to a max of 99).

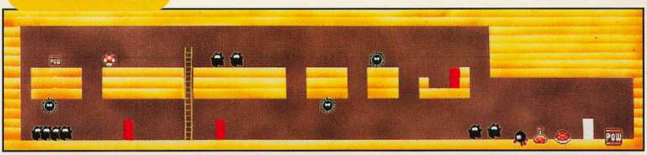


MAP 3-3F

Climb upward to find a 1-Up in a grass sprout on the third "floor", and an Ace Coin above the fourth floor. Go back to the bottom of this room and back through the door.



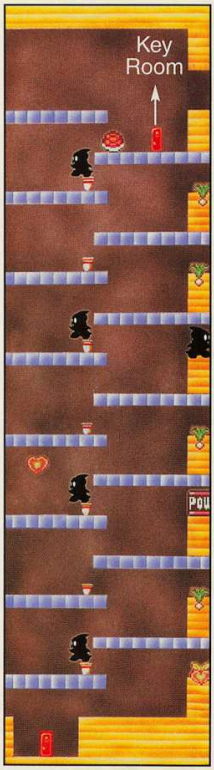
MAP 3-3C



BACK TO MAP 3-3C

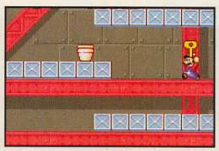
Go up the ladder and leap across the platforms to the right to enter a door on the last platform.

MAP 3-3D

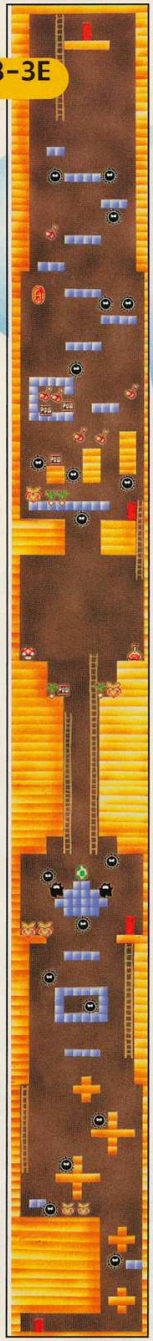


Time to go get the Key! Leap up to the right, then go right and leap up again. Go right, off the screen, so you'll appear back on the left side. This is the easiest way to quickly get past all the Shy Guys coming out of the generators. If you stop for items you'll have a trickier time avoiding the Shy Guys, because more will have time to appear, and there's not much to grab here. If you have enough Hearts just make a run for the top of the room, where you'll find a door.

Enter the door and you'll find yourself in a Key room. There's a floating Heart in the upper-right corner, as well as two Heart Radishes in the ground. Grab any you need, then grab the Key and make a run for it, because Phanto will be chasing you. Go back through the door to reach the last tall room, then drop down the platforms quickly. Run off the left side of the screen to appear on the right this time around. You'll have to drop the Key several times to make Phanto go away while you catch your breath. Try to drop the Key on enemies to knock them out and collect Hearts, or even a 1-Up if you hit enough of them at once. Go through the door at the bottom when you reach it, then drop down to the bottom floor and run left to find the locked door, and use your Key to open it.



MAP 3-3E

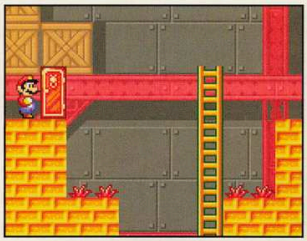


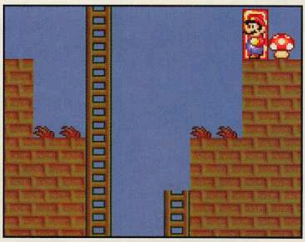
MAP 3-3E

This is another tall room, with lots of Sparks this time. Climb up a few screens to find grass sprouts with Heart Radishes inside. You won't have any items to throw, so you'll have to concentrate on dodging the Sparks while climbing upward. You'll see a door along the way, but you want to keep going past it to the two ladders leading up a narrow passage, and climb up the right ladder. Your next job is to grab Mushroom #3 or Yoshi's Egg #2 (see Sections).After exiting Subspace, grab the Heart Radish in the far right grass near the top of the ladder if you need it, then grab the POW in the right grass on the left ledge. Drop down with the POW between the ladders and use it as you land for a possible 1-Up, but it's a slim chance because both Ninjis must be touching the ground when the POW hits. Enter the door,and whatever you do, don't drop down!

MUSHROOM #3

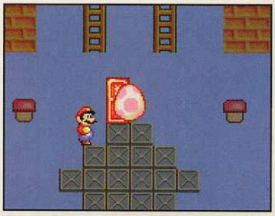
You'll be in an area with five grass sprouts. Grab the one lone grass sprout in the upper-right to find the Magic Potion, then use it on the upper-left ledge that doesn't have any grass. Enter Subspace and grab the Mushroom, plus the other four grass sprouts for Coins.



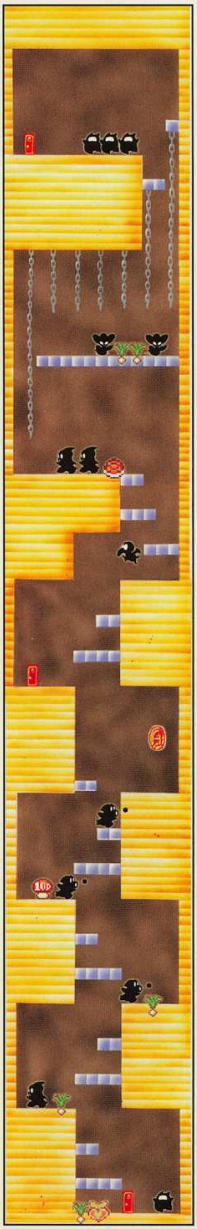


YOSHI'S EGG #2

After grabbing the Magic Potion you must drop down between the ladders and use it where you land, on the blue blocks, to find Yoshi's Egg.

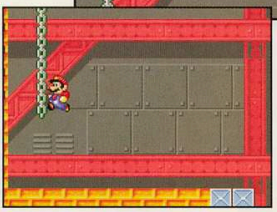


MAP 3-3F



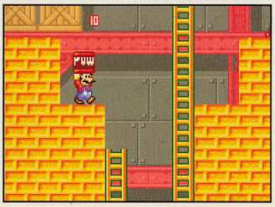
BACK TO MAP 3-3F

If you do drop down, try to get knocked out by an enemy so you can reappear back up at the door when you use your next life. Otherwise you must go back through the last map. Climb upward on the platforms and chain, then you can either drop to the blue floor and leap over the Pansers while avoiding their fire-balls, or continue climbing across the chains "Donkey Kong Jr."- style. Climb up to the door and enter.

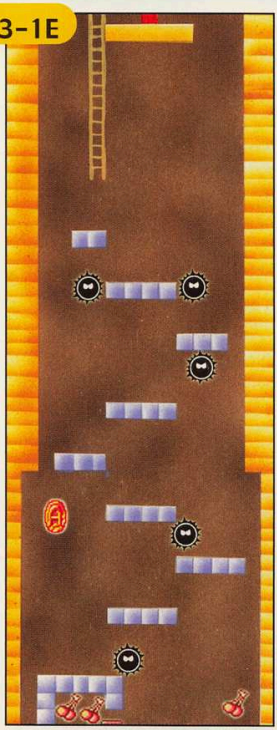


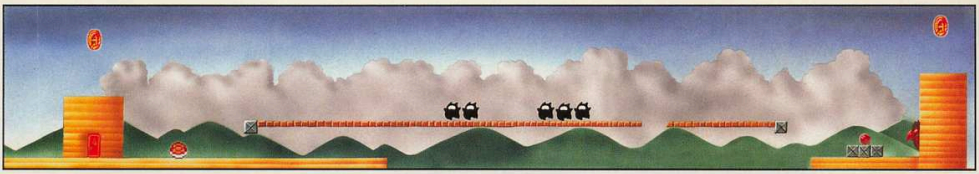
MAP 3-3E

Again, at this point you don't want to fall into the pit below or you'll end up in an area you already passed through earlier in this stage. Jump to the blue platform and grab the grass on the far left for a Heart Radish. Grab the POW above and use it to knock out as many Sparks as you can to make the next few jumps easier. Keep climbing and you'll see another POW block in a c-shaped platform of blue blocks — use it the same way to knock out as many Sparks as possible, which is probably more productive if you climb up a little ways with it. A few platforms above is the third Ace Coin along the left side of the room — you may need to drop off the platform above it to grab it. Continue climbing to reach the door, and enter it.



MAP 3-1E





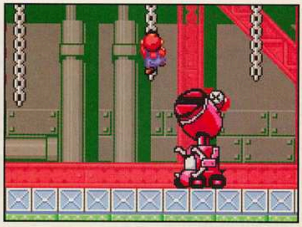
MAP 3-3G

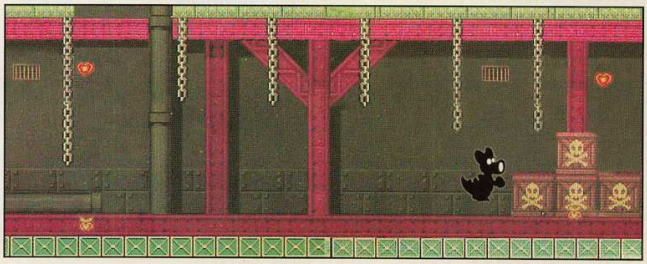
Back outside, jump up above the door to find the fourth Ace Coin. Go right to find a Shell in the grass, then jump up on the platform to the right. Drop the Shell on the platform and run behind it quickly to knock out several Ninjis. Keep your eyes open for a gap in the platform you'll need to leap over. To the far right is a Crystal Ball - grab it to open the hawk's beak, but don't climb in yet! Jump onto his head and Super Jump to the ledge above, then jump again to reach the fifth Ace Coin. Fall back down and enter the hawk's mouth to find the next boss, RoBirdo.

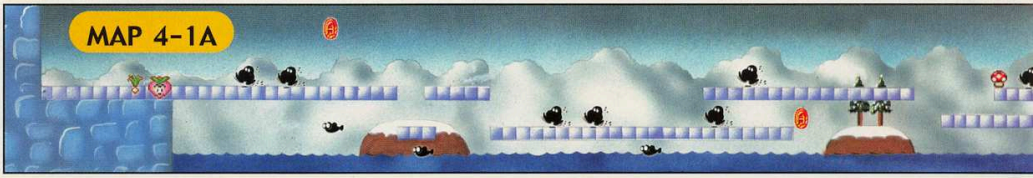
ROBIRDO

When you drop down you'll find RoBirdo to the right. You can grab a Heart in the top left and right corners, and pull up Heart Radishes from the two grass sprouts in the ground. The pattern is similar to previous Birdos, where you must grab her eggs when she spits them out, then throw them back at her. There are two main parts to her pattern: she'll either throw two eggs, then rush at you, or she'll Super Jump, causing an earthquake when she lands (that stuns you if you're touching the ground), and then rush at you.

Toad is extra useful during this battle, since he has a better chance of grabbing and throwing both eggs during each round, but you must wait until RoBirdo stops flashing after a hit before throwing the second egg. Luigi and Princess have the advantage of being able to float safely in the air during the earthquake portion of her pattern. After throwing both of her eggs back at her be ready for her to rush at you — jump up to one of the many chains and grab on. Anytime you see her crouch down you should also jump to a chain to avoid the earthquake when she lands from her Super Jump. Even with Toad and Mario you can avoid the earthquake by simply jumping, and you can jump on top of RoBirdo as she rushes toward you, but the timing is more critical. Be ready for her to rush at you after each step of the pattern — if you stay on the chains above you'll be safe. After the third hit, the speed of her rushing at you will increase. After a total of five hits you'll knock her out.







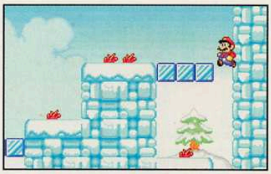
WORLD 4-1

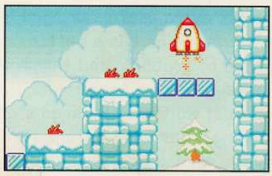
BEWARE THE FLURRY

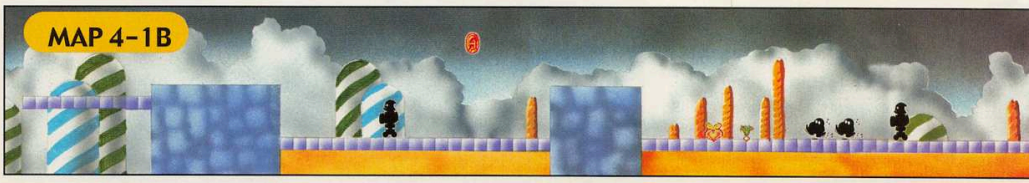
These little snowballs seem very attracted to you, as if connected to you by a rubber band. If you're above them you can "lure" them toward a hole by moving left and right above the hole until they fall into it. This can be useful when a Flurry is guarding an item you want to grab on a platform below.

MAP 4-1A

The first two grass sprouts are vegetables you can use to knock out enemies, and grab a Heart if you knock out two with one vegetable. Go right until you find the first jumping Trouter. Stand above it, and when it lifts you up jump straight up to grab the first Ace Coin. Continue to the right until you reach a long lower platform. Follow the platform to the right, past the next higher platform, to find an Ace Coin. You can either rush up to it and jump to the higher platform, grabbing the Ace Coin on the way, or you can carefully walk to the edge of the platform and grab it. Just be sure not to slide on the ice and lose control, because you may end up in the freezing water. Continue right on the higher platform to reach the next lower platform. Jump to the next higher platform and Super Jump to reach the floating Heart above, then go to the lower platform and grab the grass to find a Magic Potion. See the Mushroom #1 Section. Keep going to the right and stay on the lower platform to grab the third Ace Coin to the far right, which you can grab while leaping up to the higher platform. Next up is Mushroom #2 (see the Section). Finally you need to get to the grass sprout in the bottom-right area, which contains a Rocketship. Stand on the top platform in the snow to the left, then hold right until you hit the ice and immediately start holding left as you slide across the ice. As you fall off the edge you'll land safely on the ledge below. You don't need to jump during this, just fall. Yank up the grass (notice: no sprout) to reveal the Rocketship that will blast you to the next area.

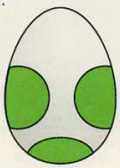






YOSHI'S EGG #1

The Yoshi Egg is to the right of the five grass sprouts, in the space next to them.



MUSHROOM #1

Jump straight up to the platform above and go to the left edge of it, then drop the Magic Potion to reveal the door to Subspace. Enter and grab the Mushroom. This is the best place to grab Coins, but there's no door you can enter to reset the potion, so you'd have to lose a life to reset and collect the Coins. Of the five grass sprouts, grab the center one to collect a Heart Radish after leaving Subspace.

YOSHI'S EGG #2

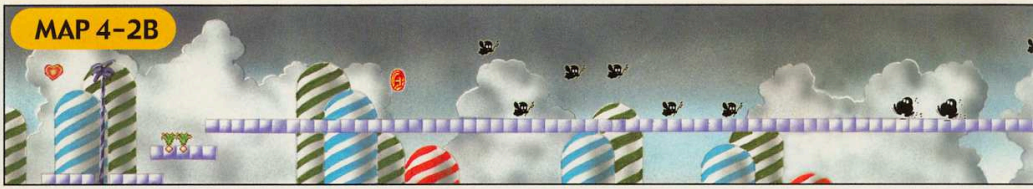
Enter Subspace so you can see the right area of the screen, where the Rocketship is below, and you'll find the Yoshi Egg in the same spot.

MUSHROOM #2

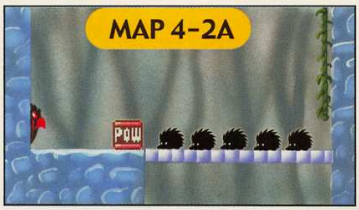
Go to the far right where you'll find a few grass sprouts on several ledges. Grab the grass on the left of the top ledge to find a Magic Potion, drop it where you can see the three-blue-block ledge on the left, then enter Subspace to grab Mushroom #2 on those three blue blocks.

MAP 4-1B

In the next area go right until you see the Autobomb rolling along the lower platform. Jump and land on the Shy Guy controlling the Autobomb, then steer it by standing on the left or right edge of the Shy Guy's head until you guide it under the Ace Coin. If you knock the Shy Guy off you can still ride on the Autobomb safely, but you can't control it. Jump up and grab the Ace Coin, then leap off the Autobomb and head right. The next grass sprout has a Heart Radish inside you may need. Keep going right until you reach four steps with an Autobomb rolling down them. Jump on that Autobomb without knocking the Shy Guy off, then Super Jump to reach the Ace Coin above. With Princess or Luigi you can reach the Ace Coin from the top of the steps. Continue up the steps and to the right to find two Jars. The left Jar has a Shell in it you can use to get Hearts, and the right Jar has a 1-Up in it. Continue to the far right to find the Crystal Ball that opens the hawk head to the exit. You don't even have to fight Birdo to get past this stage!



WORLD 4-2



MAP 4-2A

You'll begin in a small room with a Big POW, several Porcupos, and a vine. Throw the Big POW to knock out all the Porcupos and gain a 1-Up, then climb the vine to the next area.

WHALES, BEEZOS AND FLURRYS

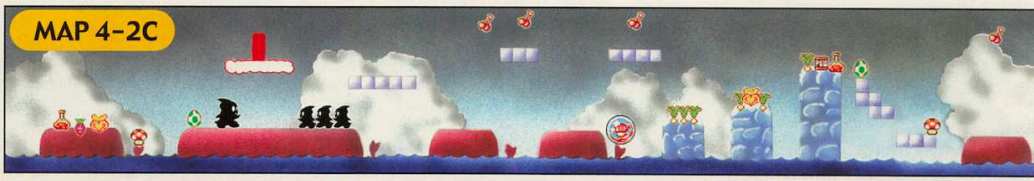
Oh My! Hopefully you got the hang of running on ice during the last stage. The trick is to not lose control of your speed, because it's hard to stop once you get going. Whales are the new "enemy" on this stage, although the only thing you need to watch out for are their spouts. You can land on top of them safely, but don't walk through them.

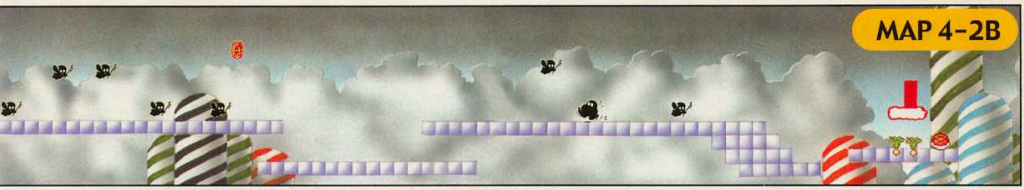
YOSHI'S EGG #1

The egg will appear on the head of the large whale to the right, so when you drop the door and enter Subspace, make sure you can see his head.

MUSHROOM #1

The Mushroom will appear on that little whale's tail to the right of where you found the Magic Potion, so be sure you can see it as you enter the door to Subspace. Don't grab Coins in this area — you'll have a better chance later.





MAP 4-2B

There are two small vegetables you can pull out of the ground in the beginning of this wide, slippery area. The long ice platform is infested with Beezos, so you might want to make use of the small vegetables to knock a few out. Grab the first Ace Coin near the beginning of the long ice platform, then run to the right to find another Ace Coin near the end of the platform. Drop down to the next platform and leap up to the next, which will carry you all the way to the exit door. Below the exit door is a red Shell in the right grass sprout, and two small vegetables — not much of anything useful, but it gets better in the next area.

YOSHI'S EGG #2

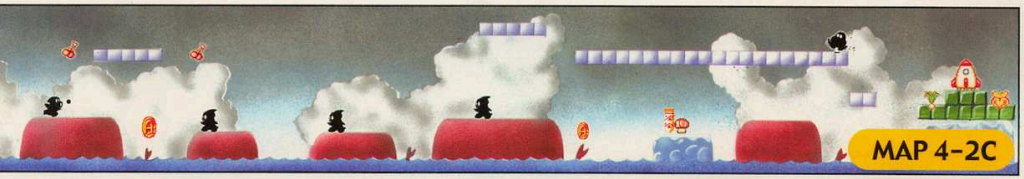
The egg will appear on the highest step, just to the right of where you find the Magic Potion.

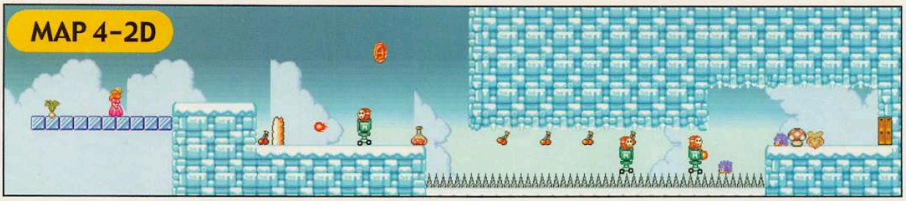
MUSHROOM #2

The Magic Potion is in the far right of the nine grass sprouts in this area, and the Mushroom is down the steps to the right on the lower platform next to the whale.

MAP 4-2C

The third area has several whales below the door you entered this area through. Drop down and go to the small whale on the left, then grab the grass on the far left to find a Magic Potion. See the Mushroom #1 or Yoshi's Egg #1 Sections. You can't walk through the water spout of a whale, but you can land on the top of them and use them as lifts to higher ledges. Go back up to the cloud with the door where you came in, then leap from that cloud to the right to land on a five-block icy platform. From this platform leap to the water spout on the right, then to the next high icy platform of three blocks. Leap one more time to the right to reach a final icy platform with four blocks, then drop down to the right to land on a platform with three grass sprouts. There's a 1-Up in a bubble on the tail of the whale to the left. Here's the trick: if you grab the 1-Up now using the sprouts, and you want the maximum number of Coins in Subspace, you'll have to reset the sprouts (by going through the last door to exit this area, then coming back) before entering Subspace with the Magic Potion. If you enter Subspace, the 1-Up bubble will disappear unless you reset by leaving and coming back. It's up to you if you go for the 1-Up bubble or Coins first. You also can't grab the Coins while grabbing the Mushroom, so you'll have to reset again after that journey into Subspace. Mushroom #2 and Yoshi's Egg #2 is near here, too (see Section). Go right and grab the Ace Coin off the second and fifth whale tails, then jump to the Jar and grab the 1-Up out of the ground next to it. Continue to the right to find a Rocketship to the next area, and a Heart Radish to the right of it.

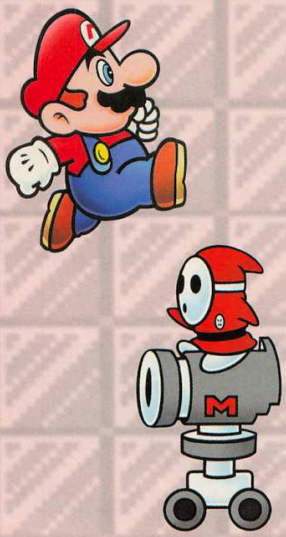




MAP 4-2D

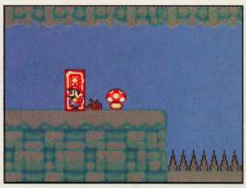
Grab the small vegetable to the left, then go right and knock out the three Shy Guys to gain a Heart. Go right to find a Shy Guy on an Autobomb. Jump on the Shy Guy, then Super Jump to reach the Ace Coin above. This next part is tricky...see the Mushroom #3 Section.

Go through the door to find the boss, Birdo.



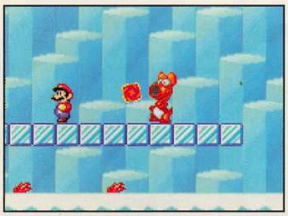
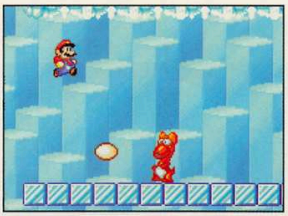
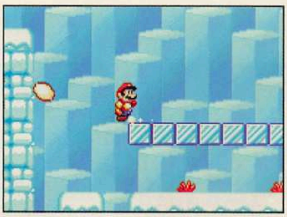
MUSHROOM #3:

You need to jump on the head of the Shy Guy on the Autobomb, then keep him from going off the right ledge by guiding him to the left until you're ready to make the next step. When you're ready, steer the Shy Guy to the left then pick him up and throw him (this will send the Autobomb to the left for a moment), quickly jump off to the right, and grab the Magic Potion in the ground. If you do this part right the Autobomb will go to the left for a moment, which will give you enough time to grab the potion before it comes back your way. Leap onto the Autobomb and ride it off the ledge and over the spikes, then duck to go under the low ceiling (you'll grab a few cherries along the way). You can also ride over the spikes on the back of the Shy Guy, but you'll get hurt by the Porcupos on the other side of the spiked pit, so only try a Shy Guy if you have a Heart to spare. Drop the potion near the center of the non-spiked area on the far right, then enter Subspace to find Mushroom #3.



BIRDO

There's a Heart above the door in Birdo's arena, and two Heart Radishes in the ground below Birdo's platform on the far left and right. The center sprout is a Bob-Omb. You should be able to defeat Birdo with one thumb tied behind your back by now. She has a random pattern of eggs and fireballs, but the fireballs are rare. Three hits and you're off to the next stage.

WORLD 4-3

THE POWER OF PRINCESS

While Princess is the worst choice for lifting, she does have a long jump that puts Mario and Toad to shame. And on this stage, that long jump can come in handy for a major shortcut. Luigi can jump the best overall, with a high and long jump combination (not as long as Princess, but overall the best). There isn't a great Coin-collecting spot, or very many other items to lift, so she's the best pick on this stage.

MAP 4-3A

You'll begin in a small room, again. Grab the center of the five grass sprouts to find a Big Shy Guy, then throw him around or throw a vegetable at him (found in any of the other four grass sprouts) to get a Heart. Go up the ladder and out the door.

MAP 4-3A

MUSHROOM #1 YOSHI'S EGG #1

Go back to the grass sprouts above the door and grab the left sprout to find a Magic Potion. Carry the potion to the far left and use it near the frozen cactus. The Mushroom or Yoshi's Egg will appear on the top of the cactus in Subspace.

MAP 4-3B

When you come out the door, leap to the ledge above it and grab the big vegetable from the right of the three grass sprouts, then climb to the top-right and use the big vegetable to knock out all five Shy Guys, which will earn you a 1-Up. See the Mushroom #1 and Yoshi's Egg #1 Sections. Find Birdo in the bottom-right area — if you knocked her out earlier you'll want to make her reappear by going through the door, then coming back out. This time you don't need to fight her. Stand on the right side of Birdo, then when she spits an egg jump on it and ride it to the far right. There's an Ace Coin in the air to grab

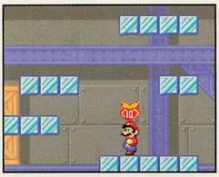
right before landing on the icy steps, and if you duck down during the ride over and then Super Jump up the moment you see land, you'll grab the Ace Coin. You can also Super Jump from the land to reach it.

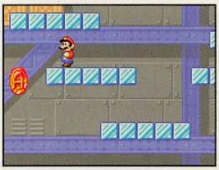
Grab one of the vegetables from the steps, then go right and try to knock out five of the Tweeters at once to earn a 1-Up. Enter the door to go inside the first tower.

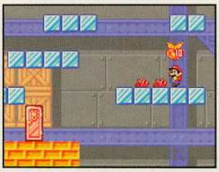
MAP 4-3B

MAP 4-3C

In the first tower, leap to the right to find three grass sprouts — the center has a vegetable and the other two contain Heart Radishes. Climb up toward the left to find an Ace Coin, located to the left of the Jar. Enter the Jar to find a Heart Radish and a 1-Up. Continue climbing up past another Heart Radish next to a small vegetable in the grass, then go up and left to find another grass sprout by itself. See the Mushroom #2 Section. Climb to the top of the room while avoiding the enemies to find a door leading outside.







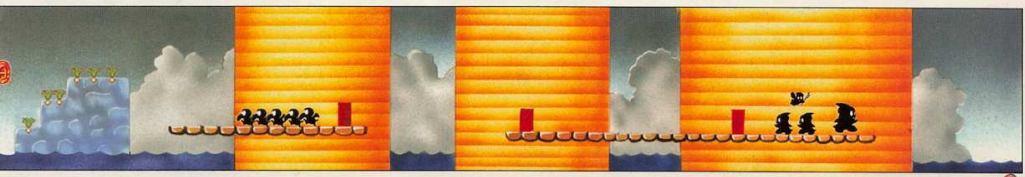
MAP 4-3C

SHORTCUT

If you're playing with Luigi or Princess, you can skip the first tower and leap to the right of the first door to find a platform with two doors. The right door leads to the boss room, and the left door is the one you'll come out of if you skip the shortcut and go through the towers. The shortcut will cause you to miss out on a few Mushrooms and/or a Yoshi Egg, a 1-Up, and two Ace Coins.

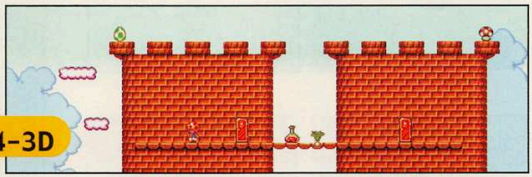
MUSHROOM #2

Yank the lone grass up to find a Magic Potion, then use it on the platform to the lower-left to find Mushroom #2 on the right side of the ledge.



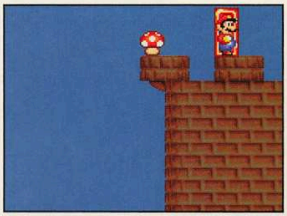
MAP 4-3D

This outside area is small, but has Mushroom #3 or Yoshi's Egg #2 to find nearby (see Sections). Drop back down to the floor below and enter the door on the right to find the next tower.



MAP 4-3D

MUSHROOM #3



Grab the Magic Potion from the grass next to the door you came out (the one on the left), then go left and climb up the clouds to the rooftop. You can only stand on the brick blocks along the roof, so step carefully and work your way to the right, then use the potion and enter Subspace to find the Mushroom on the far right of the castle tower roof.

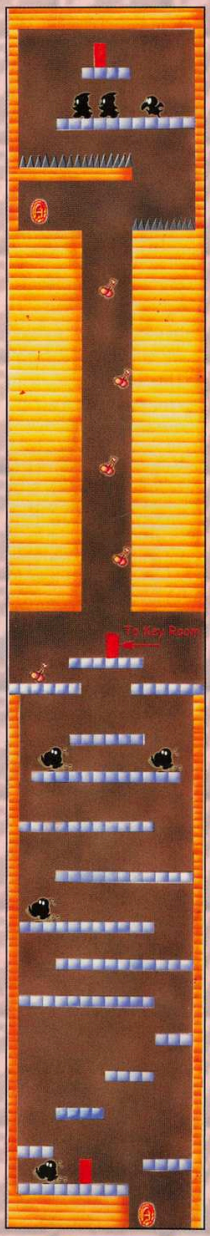
YOSHI'S EGG #2

The egg is located on the far left of the castle tower rooftops, so climb up the clouds and use the Magic Potion to find the egg in Subspace on the left edge of the roof.

MAP 4-3E

You'll be at the tip of this tower and you'll have to carefully work your way down. There are spikes in the floor below, so you'll have to use the Red Shy Guy to get across them. Knock out the Tweeter. Jump on the Red Shy Guy, then as he falls off the cliff, be standing on the right side of his head to guide him in that direction. Do the opposite as he falls down to the next floor of spikes, then go left and leap to the far left for an Ace Coin. Drop into the pit area and guide yourself along the right side and center to grab the Cherries, and you'll land next to a door.

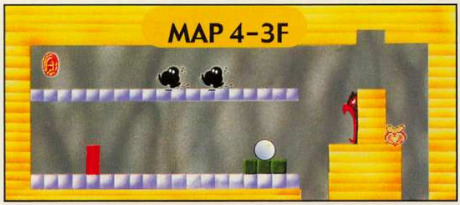
Enter the door to find a Key Room. There are three Heart Radishes, two Flurrys, and the Key above. You can go after the Heart Radishes if you need them, but your main goal here is to escape with the Key. Once you have the Key, go back to the tower and work your way down to the bottom of the tower. You'll have to drop the Key several times along the way to ward off the Phanto. Before entering the locked door, grab the Ace Coin to the right. Go through the locked door, then go right and enter the next door.



MAP 4-3E

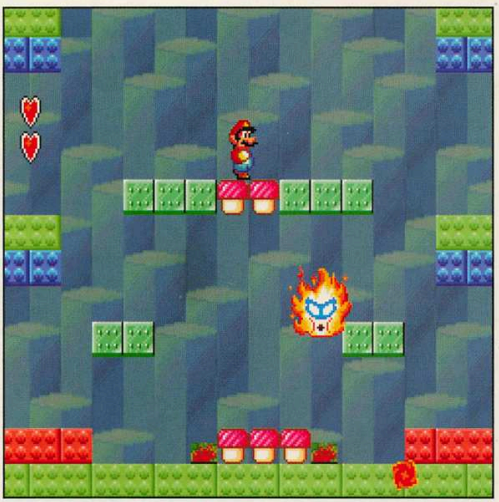
MAP 4-3F

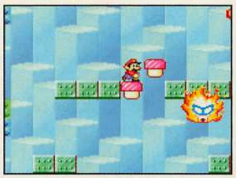
In this small room is a hawk's head to the right that leads to the boss, which you can open by lifting the Crystal Ball. First you may want to grab the Ace Coin in the top-left corner of the room, and a Heart Radish located behind the hawk's head (climb over the wall).

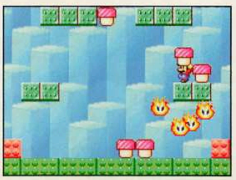


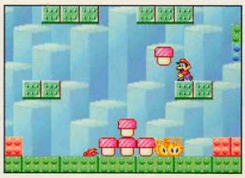
FRYGUY

The boss is Fryguy. He moves along the bottom of the room in a figure-eight or arc pattern. You can grab a Heart in the top-right of the room, and find two Heart Radishes in the grass on the bottom floor. The room has a wrap-around effect, so you can walk off the right side to come in on the left side, and vice versa. There are two Mushroom Blocks near the middle of the room on the upper platform. Grab one of them, and be careful not to fall through the floor. Drop the Mushroom Block into the hole as Fryguy flies by to hit him. Grab the other Mushroom Block to open the hole bigger. After three hits Fryguy will split up into four smaller fireballs. As you knock out each of these smaller fireballs, the others will move faster and jump higher, until all four are defeated. It will be difficult to grab Mushroom Blocks from the bottom floor as the final fireballs are jumping around, so you should try to move them all up to higher platforms, either before splitting up the big Fryguy, or at least before destroying any of the smaller fireballs. If you stand on one of the lower platforms (see picture to right) you can lure the small fireballs together and knock them out all at once.

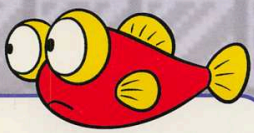






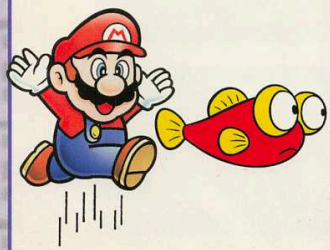


WORLD 5-1



LOGS AND TROUTERS

This stage has several gut-wrenching leaps across falling logs along the waterfall. The most challenging moments will be when you're carrying the Magic Potion for the first Mushroom to the right spot. Trouters are common along this waterfall, and you can safely stand on their heads as they leap up, but be sure to jump off before they fall back off the screen. If you're hit from the side or above by a Trouter you'll take a hit, so be careful.

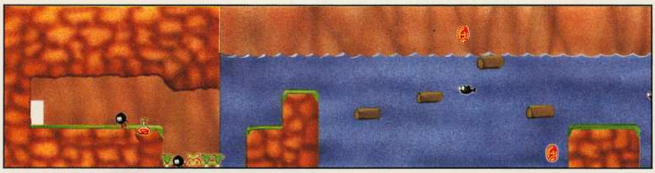


MAP 5-1A

The first enemy encountered is a Shy Guy riding on Ostro. The Player can recieve a Heart for hitting both enimies with a vegetable. The other two grass sprouts can also be used to fill you Heart Containers when you start the game.
As you collect your Heart Radishes, remeber that you will only have a maximum of two Heart Mushrooms. Later in the game you'll receive more Heart Containers, with a maximum of five.
Go through the door near the bottom of the first area to reach Map 5-1B.

MUSHROOM #1 + COIN COLLECTING

This is a good Coin-grabbing opportunity. Go right past the first grass sprout and pull up the second to find a Magic Potion. Drop it were you can see the other six grass sprouts nearby and enter Subspace, then grab all the sprouts to get Coins. When you exit, go back out the door and come back in, then repeat the process for another six Coins. Go out and in through the door again, then grab the potion and head right to collect Mushroom #1.This is one of the hardest Mushrooms to get, you'll have to brave several difficult jumps to reach the area with the Mushroom (see map). This is a critical spot to use the R Button to run, then you'll be able to run while carrying the potion. Go right and get the Ace Coin above the second and third log, then ride the last log down until you grab the Ace Coin and quickly leap to safety on the platform to the right the moment you grab the Ace Coin. There are two Trouters to the right... watch them for a moment to study their pattern of jumping, then leap to them as they're jumping to ride them up, and quickly leap to the next until you reach the next block of land. The Mushroom is on this platform, so drop the potion anywhere near the middle and enter Subspace to find it.



MAP 5-1B

Continue right, using the falling log, to reach the next platform, then go right across the heads of the Trouters, grabbing the Ace Coin above the first and second. To the right of the third Trouter is a small platform with two grass sprouts. You'll find a 1-Up in the left grass, and a Magic Potion in the right (see Mushroom #2 Section).The fifth Ace Coin of this stage is another tricky item to collect. It's located between two tall platforms, and a Trouter leaps up between them. You must drop down as the Trouter is coming up, so you'll grab the coin and ride the Trouter back up to safety. To collect Mushroom #3 or Yoshi's Egg #2 you must make the right move here (see Sections).

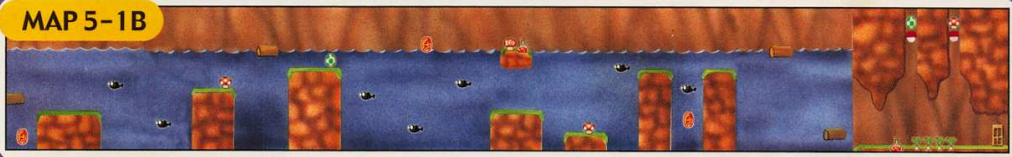
MUSHROOM #2

Carry the Magic Potion to the lower platform below and to the right, then enter Subspace there to find Mushroom #2.

YOSHI'S EGG #2

See the instructions for Mushroom #3. You'll need to drop into the first hole and remove the Mushroom Block to clear the path for the Yoshi Egg to drop down when you enter Subspace below.

MAP 5-1B



YOSHI'S EGG #1

The egg is on the next platform past the first Mushroom, but you'll want to use the second Magic Potion to get it, since it's closer. Carry the second potion to the left, across the heads of the Trouters, to find a tall, narrow platform where the egg is located in Subspace.

MUSHROOM #3

There are two logs to the right, with an area to the lower-right with a few grass sprouts and the exit door. What you may not realize is you can jump onto the roof here. You need to remove one of the two Mushroom Blocks, depending on if you're going for the Mushroom or the Yoshi Egg. Drop into the first hole for the egg and the second hole for the Mushroom. Pull up the Mushroom Block and you'll fall to the area below. Grab the Magic Potion out of the far left grass, then drop it below the hole you opened up and enter Subspace. The item will drop down from the hole above so you can collect it. Enter the door and you'll be facing another easy Birdo boss.

BIRDO

This Birdo only shoots fireballs. You'll need to use the one Mushroom Block, several times, to knock her out. Birdo fires three fireballs in a row, jumps, then repeats the pattern with another three fireballs. Use this knowledge to time the moment you attempt to retrieve your Mushroom Block after throwing it. There's a Heart floating above the door, and above the platform where Birdo begins the battle (she quickly falls to the floor below).

WORLD 5-2

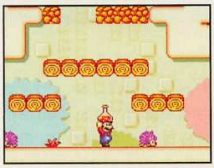
PRINCESS RIDES AGAIN

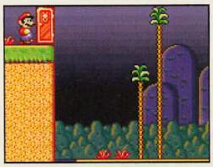
While Toad is our All-Star pick for most stages (we feel the game should be renamed "Toad Advance"), Princess Peach comes in handy once again. There are a few spots where a long jump can be very useful, especially in areas where you must make a long drop down through spikes or into enemy territory.

MUSHROOM #1:

1

Climb out of the Jar with the Magic Potion and drop down to the right, watching out for the narrow pit along the wall. The Mushroom is in Subspace directly next to the narrow pit.





MAP 5-2A

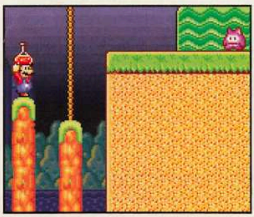
The grass sprouts have small vegetables you can use to knock out the Big Shy Guy and earn a Heart, or you can throw him around to rough him up for a Heart. Climb the ladder to the next area.

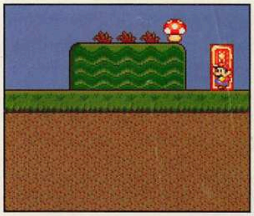
MUSHROOM #2

There's a Magic Potion below that Panser, so you need to knock him out. Pick up the first Hoopster and throw it at Panser, then grab the potion and carry it up to the ledge on the right. Find the three grass sprouts and place the potion near the left grass, then enter Subspace to find Mushroom #2.

YOSHI'S EGG #1

When you grab the Magic Potion, go to the very narrow platform on the left to find the Yoshi Egg in Subspace.



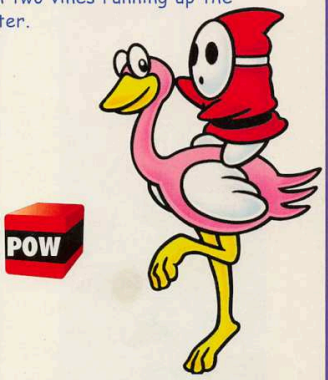


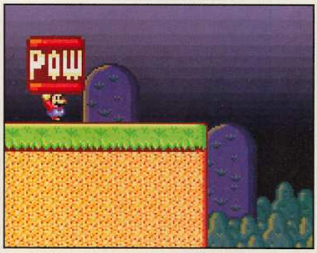
MAP 5-2B

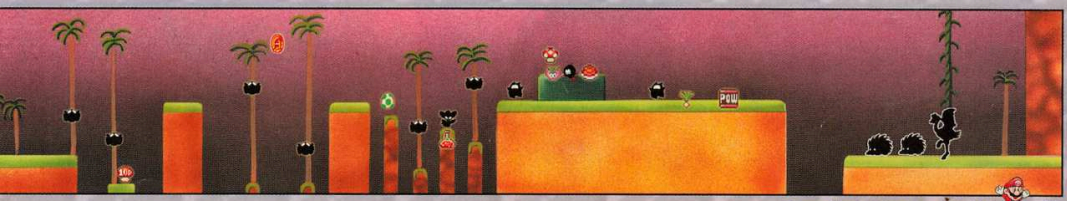
This area is filled with Hoopsters that climb up and down trees. If they hit you from above you'll take damage, but if you land on them from above you can use them as elevators to reach higher platforms. They speed up when you get above or below them, so watch out. Ride the first Hoopster to the top and leap to the left to collect an Ace Coin. Continue right to find a Jar — go inside to find a grass sprout and a Shy Guy. Pull up the grass to find a Bomb, then drop it to blow the floor open. Drop down and grab the Magic Potion in the bottom right grass sprout. See the Mushroom #1 Section.

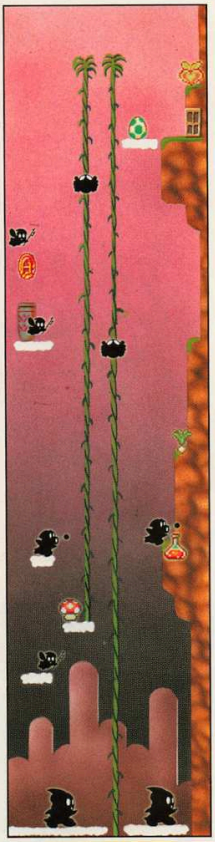
When you exit Subspace, go right to find a Shy Guy riding an Ostro. Leap onto his head, then Super Jump to grab the Ace Coin above. Go right to a small grass platform below the second Hoopster to find a 1-Up Mushroom in the grass. Continue right and grab the Ace Coin between the next two Hoopsters, then keep going right to find a Panser. He's guarding the Magic Potion to Mushroom #2 and Yoshi's Egg #1 (see Section).

Here's a 1-Up opportunity! Grab the big POW to the right, then get on the left side of the two Ninjis and throw the big POW to the right at them, then follow the big POW to the platform on the lower right, where you should be able to knock out three more enemies. Climb the vine here, come back down, and you can try again. To get to the higher ledge on the left just Super Jump while riding on the Ostro. Go up the vine to the next area, which is a tall room with two vines running up the center.









MAP 5-2C

MAP 5-2C

You can use the Big Shy Guys at the bottom to get Hearts by throwing them around. Climb up the vines until you're above the first ledge on the right with a grass sprout. You need to leap down to that ledge to get the next Magic Potion, but you may have to climb up higher to compensate for the distance you'll lose when you drop down to the ledge. If you see a Hoopster coming while climbing a vine, quickly jump to the other one. See the Mushroom #3 and Yoshi's Egg #2 Sections.

Climb up the vines until you find a Jar on the left. Stand on the Jar and leap up to find an Ace Coin. Inside the Jar is a POW and a small vegetable, but beware of a spike creature on the bottom-right side of the Jar. Climb to the top-right of the vines to find the exit door. There's a Heart Radish directly above the door you can Super Jump to reach.

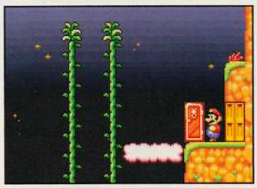
MUSHROOM #3

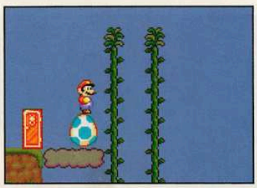
While carrying the Magic Potion, jump to the left to find the cloud at the bottom of the left vine.

The Mushroom will appear here when you enter Subspace with the potion, but be sure to drop the potion on the left side of the cloud, because if you drop it directly on the vine you'll climb the vine instead of entering the door when you press Up on the + Control Pad.

YOSHI'S EGG #2

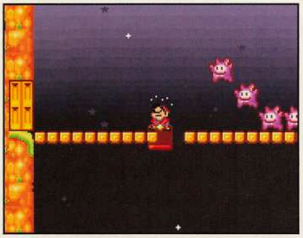
Once you get the Magic Potion, leap onto the top of the Hoopster on the left vine and ride him up to the top. The egg will appear in Subspace on the cloud platform to the right. If there is no Hoopster, drop to the lower-left cloud and climb back up to make one appear.





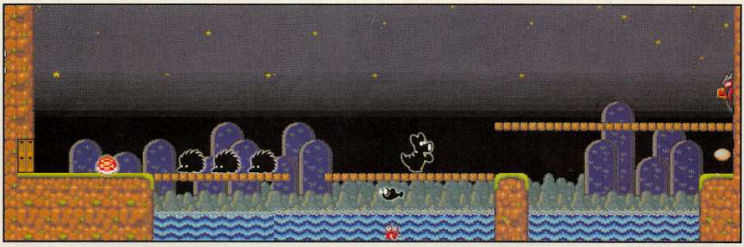
MAP 5-2D

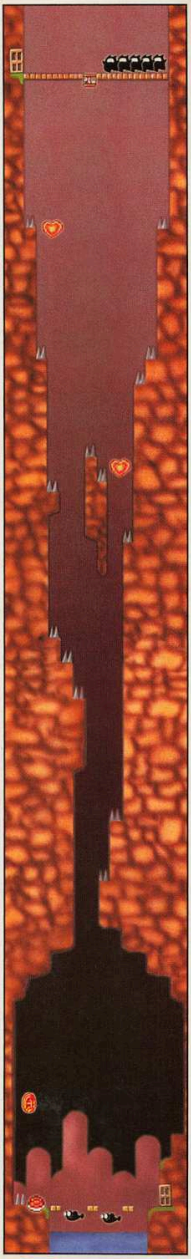
The next room is a long drop through lots of spikes. It's possible to grab the POW at the top without falling through, but it's not easy. The best technique is to run across the POW and press the button to grab it at the very last second as you're about to step off of it. As you fall through, hold left to grab the first Heart. Immediately hold right after grabbing the first Heart to get to the second Heart (refer to the map), then hold left to grab an Ace Coin near the bottom of the room. Immediately after getting the Ace Coin, hold right to avoid a spike on the bottom floor. Enter the door on the bottom-right to go to the boss room.



BIRDO

Grab the Shell from the grass sprout and throw it at the three Porcupos to get Hearts. This is one of the trickier Birdos because you have to avoid dropping into the pits when picking up the eggs. There's also a Trouter to avoid next to Birdo. Grab the eggs, avoid the fireballs and pits, and throw three eggs back at Birdo to knock her out.





MAP 5-2D

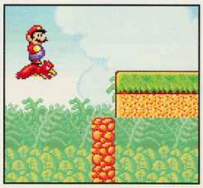
WORLD 5-3

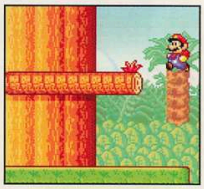
FAMILIAR TERRITORY

This stage features more of the same types of obstacles and enemies you've been mastering. There's a few Bomb-able walls, a tall room full of platforms to climb, and an excellent place to build up lives that you can set up and leave, because you don't have to press a button while the enemies are getting knocked out one-by-one.

MAP 5-3B

There are three Magic Potions near the beginning of this stage. The first one is located above where you start, next to the Jar. Super Jump while standing on an enemy or the Shell to reach the high ledge above. Check the Secrets section in the back of this book to find out how to use this first potion. The first Ace Coin is above the Jar (see Max Lives 99 Section). Grab the second Potion and carry it to the third Potion area to the right, where you'll see a line up of six grass sprouts. This is the best spot to collect Coins, and if you run back to that last ladder and climb down to the first area, then come back, you can collect all six coins again (see Mushroom #1 and Yoshi's Egg #1 Sections). There's a T-shaped platform to the right of the third potion, and if you yank the grass out of the right side of it you'll gain a 1-Up Mushroom. Go right past the first tree and jump onto the small hill, then Super Jump to reach the Ace Coin above. To the right of the small hill is a Big Shy Guy and a Shell in the grass. Grab the Big Shy Guy and throw him around to fill up your Hearts. You can use this Shell to build up more lives. Grab the Shell, throw it right and jump on to ride it through the army of Bob-Ombs. Be sure to jump off before it goes all the way back to the left and falls into the pit. If you want, you can grab the Shell before it falls into the pit, and use it again. Several Bob-Ombs are to the right, along with a couple of "Bob-Omb-able" walls. Throw the Bob-Ombs at the walls to blow up both of them — pick up a Bob-Omb and wait for it to flash, then throw it at the wall. As long as the Bob-Omb is flashing when you throw it, it won't move when it hits the ground or wall. The first grass sprout inside the first wall has a regular Bomb, which you can also use to open up the second wall. Next, see the Mushroom #2 Section.



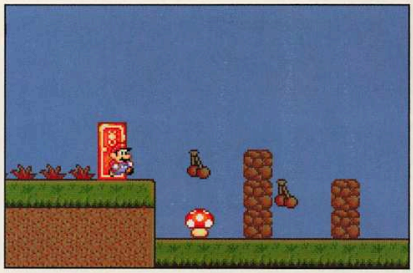


MAP 5-3A

This stage starts in a room that looks similar to the first room of the last stage, only now you're facing three Shy Guys, with a Shell in the grass. Knock out the Shy Guys and you'll get at least one Heart, which is all you need for now. Go up the ladder to the next area.

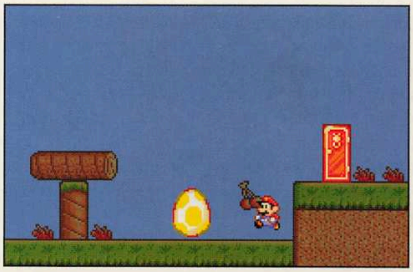
MUSHROOM #1

After maxing out your Coin collection, grab the third Magic Potion and drop it a few steps to the left to get the Mushroom.



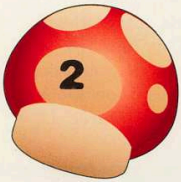
YOSHI'S EGG #1

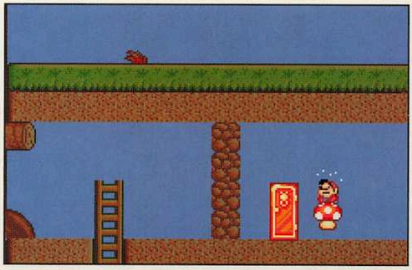
Take a few steps to the right after grabbing the third Magic Potion to find the first Yoshi Egg of this stage.

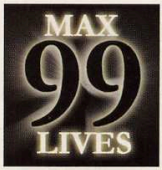


MUSHROOM #2

Once you have the walls cleared out, jump to the top platform and grab the Magic Potion from the middle grass sprout, then fall back down and use it near the second wall to get Mushroom #2 in Subspace. After leaving Subspace, go down the ladder to the next area.

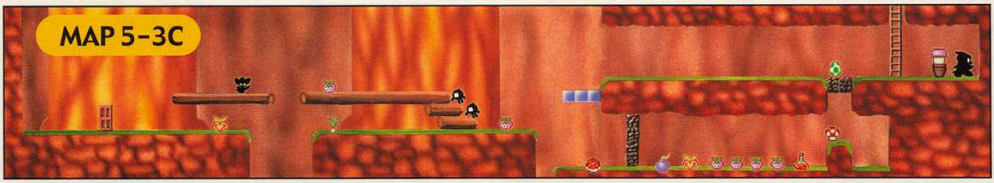






MAX LIVES 99

Grab the Shell from the first grass sprout and throw it, then leap onto it and ride it back and forth while the Albatoss drop Bob-Ombs from above. After the eighth one you'll receive a 1-Up with each one you hit. Every once in a while you may get hit by a Bob-Omb while it's dropping, but there are plenty of easy Hearts to gain here, and if you duck you'll be an even smaller target.



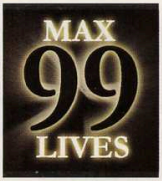
MAP 5-3C

There's a Bob-Omb generator plugged up by a Mushroom Block to the right of the ladder. If you grab the Mushroom Block you'll release a never-ending army of Bob-Ombs from the Bob-Omb generator, but they aren't too difficult to avoid. You can also lure them near the Bob-Omb generator or throw them at the Bob-Omb generator to destroy it (see Max Lives 99 Section). You'll also want to use some of the Bob-Ombs to open up the floor a few steps to the left of the ladder. Next up is the third Mushroom and second Yoshi's Egg (see Section).

Go left and grab the vegetable from the sprout, and use it to knock out the Panser to the left. Go to the area below the Panser to find a Heart Radish in the grass. Go left and enter the door to the next area. There's a small vegetable on the right ledge under the log that only Princess can reach, with her long jumping abilities.

MAX LIVES 99

You can collect 1-Ups here faster than anywhere else and once you set it up you don't even need to press any buttons. At the bottom of the ladder grab the Mushroom Block off the small Bob-Omb generator, then go left and drop it in the breakable floor area, or just to the right of the breakable floor. Go to the far left and drop down a floor, then jump down and right to the grass sprout there with a Shell inside. Take the Shell back up to the top floor and drop it between the Mushroom Block and the Bob-Omb generator. It will bounce back and forth between the two obstacles, and as Bob-Ombs drop from the Bob-Omb generator into this space they will be knocked out. You'll eventually collect 1-Ups with each you knock out, and you can let it go as long as you want.



MUSHROOM #3

Drop through the floor and grab the Magic Potion in the far right grass sprout, then drop it there and enter Subspace to grab the Mushroom on the block one step to your right (err, actually your left) once you're in Subspace.

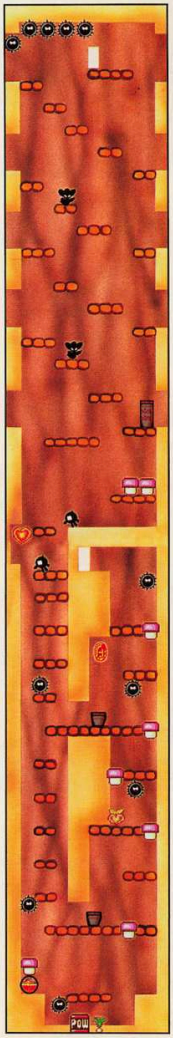
YOSHI'S EGG #2

The egg is back up on the ledge above the Magic Potion, so climb back up with the potion and use it to enter Subspace and collect the egg.

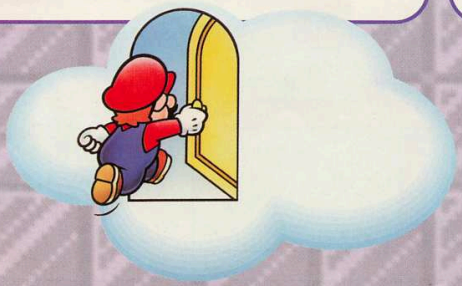
MAP 5-3D

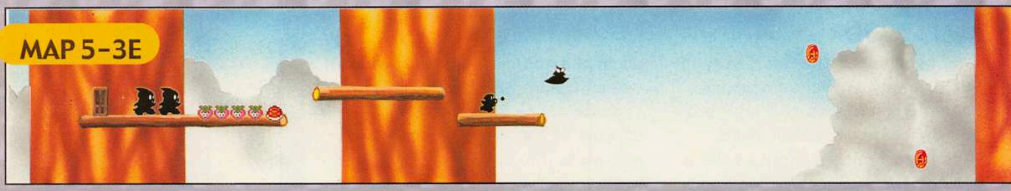
When you enter the door, stay in the doorway — there's a Spark headed your way up the wall, but he won't enter the door area. When the timing is right, make a run for the Mushroom Block and pick it up to fall through the floor. You can use the Mushroom Blocks to knock out the Sparks, but keep it nearby. Grab the Ace Coin to the left. You can use the Mushroom Block to plug up the Shy Guy generator, but we have a better strategy. If you duck down on the jar and jump rapidly (don't wait for the Super Jump to charge up) you can hop through the tiny passage and take a decent-sized shortcut without missing any valuable items.

If you don't take the shortcut, you can cap the Shy Guy generators to make the journey a little easier around the bottom of the room, but if you leave them uncapped and move quickly, you can use a POW at the bottom of the room to knock out a massive amount of Shy Guys at once. By now we've taught you a few easier ways to max out your lives, so this shouldn't be a big deal to you. Head up the left side of the room to find a Heart, and then a Jar along the right side past the Heart. Enter the Jar to find a POW, then climb out of the Jar carrying the POW. You can walk off the right side of the screen and appear on the left side, and vice versa (called "wraparound"), which can make it easier to avoid the Pansers or lure them toward you and make them drop off. Carry the POW to the top of the room and you can knock out five Sparks at once, which will earn you a 1-Up. Enter the door.



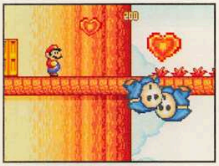
MAP 5-3D

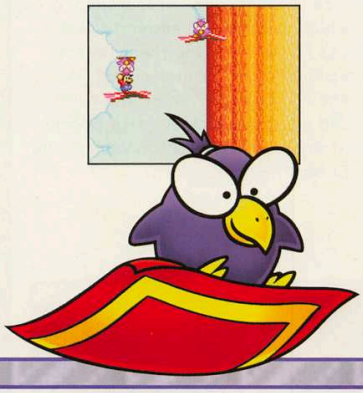


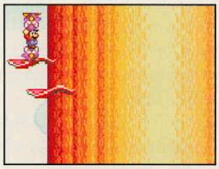


MAP 5-3E

You can throw the two Big Shy Guys around to fill up your Hearts, then grab a vegetable from the ground and throw it at the Snifit to the right. Hijack the Pidgit's magic carpet and ride it to the right, through two Ace Coins (the first high, the second low), and land on the next tree branch. To the right are several clouds with Shy Guys and a Big POW. You can knock them out using the Big POW, or take it to the right, where you'll face off against Birdo. Nope, she's not the final boss of this stage — just a warm up to the boss coming up right after her.

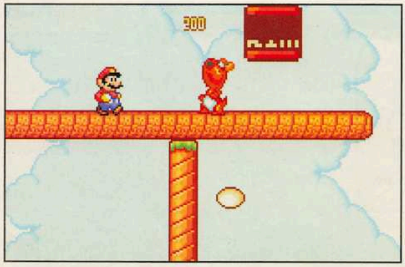


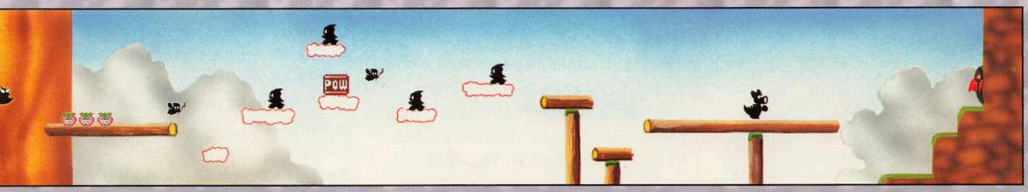




BIRDO

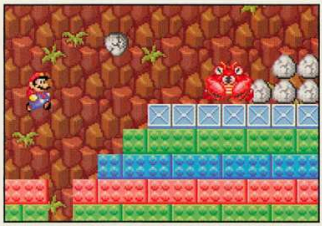
You can hit Birdo once with the POW, but you need a direct hit for it to count. This is the same battle you should have mastered by now. You'll have a decent amount of space to land when grabbing eggs out of the air. Crack three eggs on her head and you're off to meet Clawgrip.

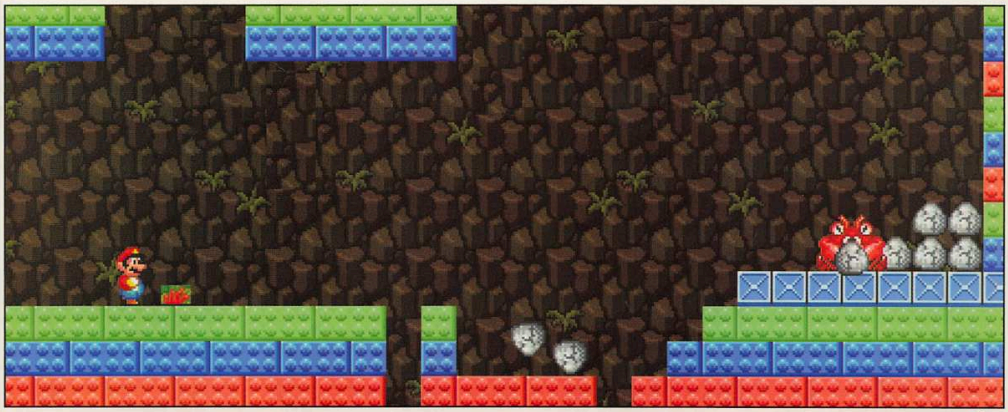




CLAWGRIP

Clawgrip is a mean crab that throws rocks, which you can grab and throw back at him. There's a platform near the center of the room, with pits on each side, and a small wall on the left side. Stand against the wall and watch for the rocks coming your way. You need to determine if the rock is high or low as it comes toward you, and either stand still if it's high, or jump if it's low. If it's low you can land on the rock and pick it up quickly (Toad is obviously the best character for this boss), then jump to the right and throw it at him. There are two floating Hearts and a Heart Radish in this room, if you need them. Five hits and Clawgrip is knocked back to sea.





WORLD 6-1

CHARACTER SELECTION

Cobrats are on the loose in this desert stage, featuring lots of Jars and very fast-moving quicksand that will swallow you up in seconds. It's a tricky combo of moving fast but watching your step as you cross the hot sands of World 6-1.

Luigi and Princess can keep jumping to avoid most of the quicksand, so they're decent picks for this stage.

MAP 6-1B

The next room has two Ace Coins to collect, and a Hidden Item Container to the left under the Mushroom Blocks. The first Ace Coin is below and to the left, guarded by a Big Shy Guy. Just throw him out of that area and grab the Ace Coin. The second Ace Coin is to the right above the Jars, toward the right. You can't Super Jump directly on a Jar, so stand on the space between two Jars, or Super Jump while standing on a Mushroom Block. Near here is one of the easier spots to max out your lives. You'll receive a 1-up Mushroom for plucking a sprout in Jars 3, 4, 5, 6, 7, 9, 10, 12, 16, 20 and 21 starting from the left. You'll only receive one 1-up Mushroom from the first Jar in which you pull all of the sprouts (see Max Lives 99 Section).

You should knock out the Cobrats as soon as possible, to make life easier while you explore the Jars. The middle Mushroom Block is the cork on a Jar with unlimited Shy Guys you'll let loose if you remove it. The other two Mushroom Blocks are imprisoning Cobrats. Once you're done playing in this room, your next task is grabbing the third Mushroom, or the second Yoshi's Egg (see Sections).

MAP 6-1B

MAP 6-1A

You'll be spit out of a hawk's head at the beginning of this stage. Begin by jumping on top of the hawk's head and Super Jumping to grab a floating Heart above. Go right, beware of quicksand, and enter the first Jar you see to find a Magic Potion inside. See the Mushroom #1 and Yoshi's Egg #1 Sections.

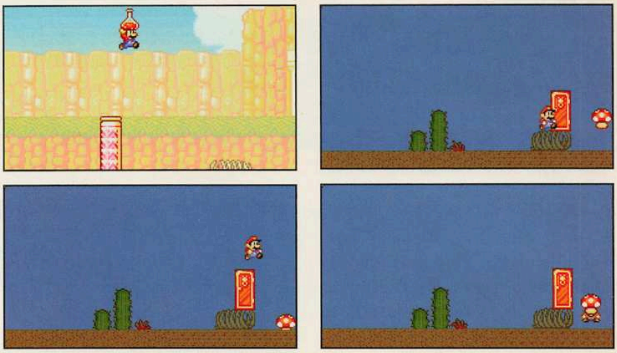
Go right and jump on the head of the Pokey, then guide him to the left cactus and jump to reach the Ace Coin above (you may need to Super Jump, depending on what character you're using). Continue right and be ready for faster quicksand just past the next cactus. If you ride on a Pokey you'll be safe from the deadly quicksand. When you reach the next set of bones, jump onto the Shy Guy to the right and jump to the Ace Coin above him, or if you're bringing a Pokey along with you just jump from his head for easy Ace Coin collecting.

Continue right to find two Jars you can enter. Both are exactly the same, with a Shell and a Shy Guy, and neither seems necessary, so continue to the right until you reach more cactus plants. The second grass sprout in the cactus patch has a Magic Potion. Grab it and carry it to the right, using the help of a Pokey or two along the way, and grabbing that Ace Coin in the air. Watch out for a fiery Panser, which you should be able to leap over easily from the head of a Pokey. Next up is Mushroom #2 (see Section).

MAP 6-1A

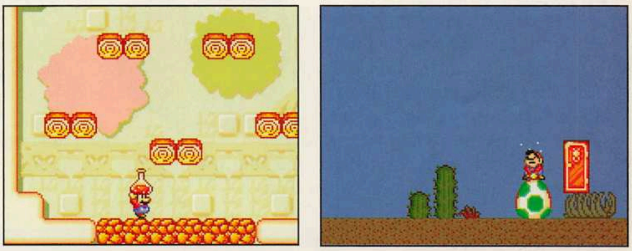
MUSHROOM #1

Carry the Magic Potion to the bones on the right, outside the Jar, and drop it. Make sure you can see the left side of the bones as you enter Subspace so you can grab the Mushroom that drops there, which will be to your right side in Subspace. It drops into quicksand, so move fast!



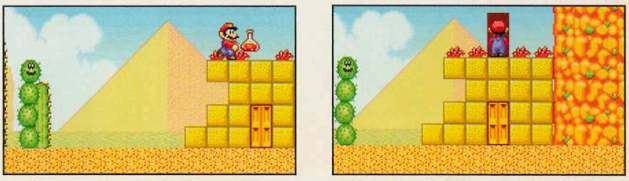
YOSHI'S EGG #1

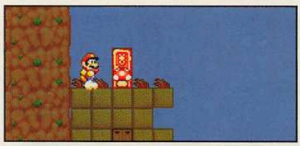
The Yoshi Egg is near the Mushroom, but drops to the opposite side of the bones in Subspace, so be sure you can see the right side of the bones as you enter Subspace. That's quicksand it's dropping into, so grab it fast!

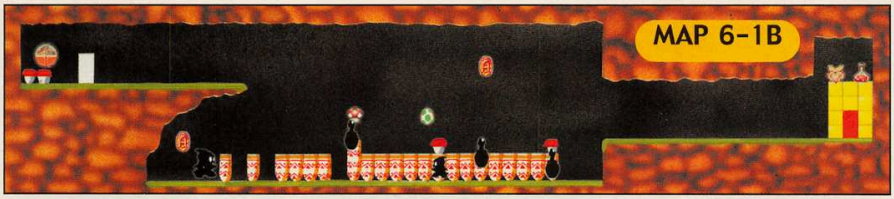


MUSHROOM #2

To the far right is a door, and a ledge above that contains four grass sprouts. Drop the Magic Potion at the center of the four sprouts and enter Subspace to find Mushroom #2. This is also the best spot to do some Coin collecting, and you can go through the door below and come back to grab another four Coins.







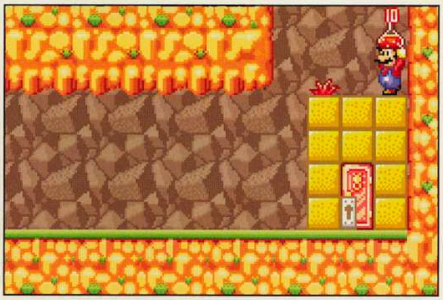
Enter the fifth Jar from the far right to find a Key Room. Grab the Key and quickly exit the Jar, then go right and use the Key on the door to go to the Boss Room.

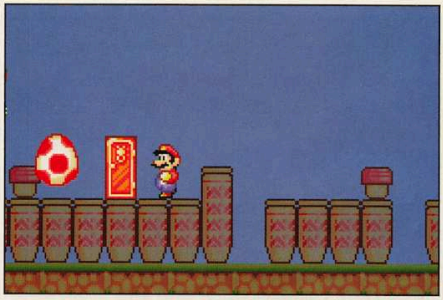
MUSHROOM #3

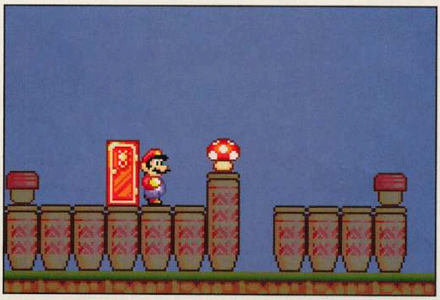
Go to the far right to find a locked door. Climb to the platform above the door to find a Magic Potion in the right grass sprout. Carry the potion to the tallest jar and use it to enter Subspace and find the Mushroom, directly on the tallest Jar.

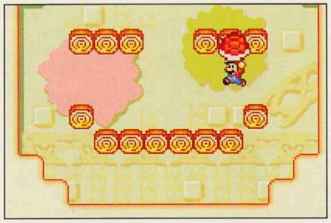
YOSHI'S EGG #2

The egg is near the Mushroom, but a few Jars to the right. Use the Magic Potion in this area and enter Subspace to grab the egg.







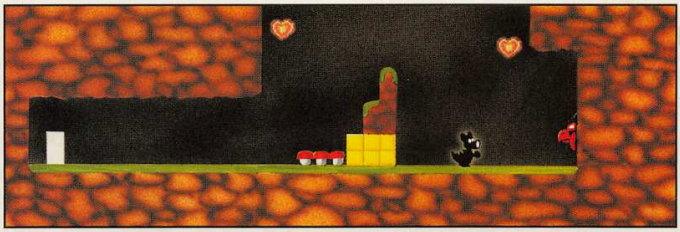


MAX LIVES 99

Go into one of the Jars with a Shell (the two far left Jars both contain Shells), then drop it to the right of the tallest Jar. Go right and as the Shell bounces to the left, grab the Mushroom Block that's stopping the Shy Guys from escaping and quickly drop it one Jar to the right. The Shell will bounce back and forth between the two obstacles, while Shy Guys will continue to appear from the Jar next to the Mushroom Block. After eight are knocked out you'll begin collecting 1-Ups, and you can let it go until you have 99 lives (or longer, but it's really pointless after that). Be sure you have the Cobrats knocked out before you begin, or they may spoil your plans of Super Mario Bros. 2 domination.

BIRDO

The boss is a green Birdo. There are two Hearts you can grab if you need them. This Birdo only spits fireballs, so you'll need to use the Mushroom Blocks to knock her out, and protect yourself. The wall to the right of the Mushroom Blocks can be walked through, and Birdo's fireballs will pass through it, but you can stand on it as you climb the steps above. Throw Mushroom Blocks from the top of the steps for a few easy hits. You may have to run up to Birdo and retrieve a few Mushroom Blocks to finish the battle, but this one isn't much more difficult than any of the other bosses you've already conquered.



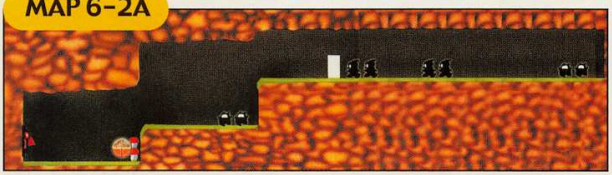
WORLD 6 - 2

FLIGHT OF THE ALBATOSS

Time to go hitchhiking again. This time you'll need to ride on the backs of several Albatosses. The route that leads to all the riches (Mushroom, Ace Coins, etc) has a few obstacles in the flight path, so be ready to leap up to a platform, then quickly get back on your bird before it flies away!

This stage only has two Mushrooms to find in Subspace. Don't worry, even without the extra Heart Container you can handle the Birdo at the end.

MAP 6-2A



This is a quick and easy stage with a Birdo at the end. You'll begin in a small room with many enemies. To your right is a Hidden Item Container under the right Mushroom Block. Grab it and throw it the moment you see the Starman appear to get it, then use your invincibility from the Starman to rush through all the enemies and collect a 1-Up. Go through the door to go outside.

MAP 6-2B

Go right and grab the vegetable out of the grass, then jump down to the lower platform on the right. You want to get on the low Albatoss flying from the left to right, but you'll have to climb over the three higher Albatosses to avoid them. Ride the lower Albatoss to the right, carrying the vegetable, and throw it at the Panser. Quickly jump onto the Panser's platform and pull up the grass to find a Magic Potion, then jump back onto the Albatoss before it gets away. Continue riding to the right to collect an Ace Coin, then duck down to Super Jump up to the next pair of platforms. Get onto the right platform and drop back down to the Albatoss after it passes through the platforms. You'll be carried into a second Ace Coin, and at that point you'll want to Super Jump up to the next platform. See the Mushroom #1 and Yoshi's Egg #1 Sections.

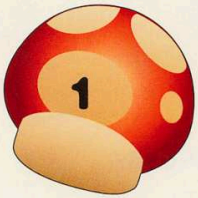
To the right of where you collect the first Mushroom you'll find an army of five Ninjis. Grab the vegetable in the grass and knock out all five Ninjis with one throw to collect a 1-Up.

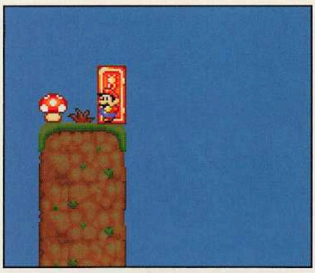
After collecting the first Mushroom or Yoshi Egg, catch a ride back to the left on the Albatoss (if none appear, try moving left and right to scroll the screen around until you see an Albatoss coming to help you). When you reach the next set of platforms, jump to them and grab the Magic Potion in the left grass sprout of the left platform. See the Mushroom #2 or Yoshi's Egg #2 Sections.

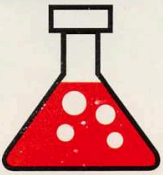
Catch a ride on an Albatoss all the way to the left, then go to the right and watch for three Albatosses in a row flying to the left. Get onto the highest of the three, then watch for another higher Albatoss flying to the right and ride it all the way to the far right. You'll need to dodge a few high flying Albatosses and collect three Ace Coins along the way.

MUSHROOM #1

The Magic Potion is at the beginning to the far left, and the Mushroom is on a platform to the far right. Ride the lowest Albatoss all the way over to collect the first Mushroom from the small platform near the exit door.

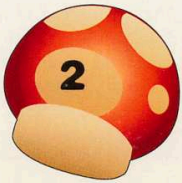






MUSHROOM #2

Back on the center group of platforms you can find the Magic Potion you need in the left grass sprout of the left platform. Use it on the right platform to find Mushroom #2 in Subspace

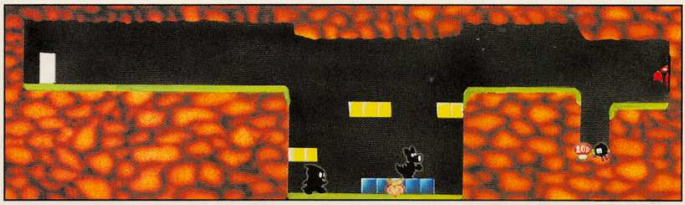


YOSHI'S EGG #1

The first egg is in the exact same location as the first Mushroom, but you'll need to leap up to the higher platform on the right to find it in Subspace.

YOSHI'S EGG #2

You can find Yoshi's second egg on the left platform, the same one you found the Magic Potion on. Just drop it there, enter Subspace, and grab the egg.



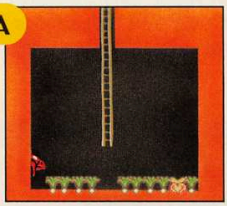
BIRDO

You can use the Big Shy Guy in this arena to get Hearts. Remember, if you throw him around you can keep getting Hearts each time, but if you knock him out with an item you can only get one Heart. Once again, Birdo only spits fireballs, so you'll have to use the two Mushroom Blocks to knock her out. There's a Heart Radish in the platform she's on, and a 1-Up in the left grass sprout on the way out of the room, to the top-right. Avoid the right grass sprout, because it's a Bob-Omb!

WORLD 6 - 3

MAP 6-3A

MAP 6-3A



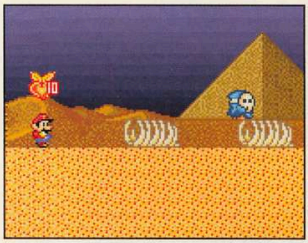
You'll begin in a room filled with grass sprouts, and only the second from the far right is worth grabbing (it contains a Heart Radish). Climb the ladder to go outside.

RETURN OF MOUSER

You're on your way to fight Mouser again, but it's a long journey if you don't take the shortcut. You'll be tested with your digging, Bombing, and vine-climbing skills. You'll have to fight Birdo again, too, but she doesn't put up much of a fight. Conquer this stage and you're off to the final World.

SHORTCUT

You'll miss a few Mushrooms, Yoshi Eggs and Ace Coins, but you can also avoid a long journey by taking a shortcut at the beginning of this stage. Just walk into the quicksand to the left when you come up the ladder and sink into the quicksand, then as the screen begins to scroll press the A Button rapidly while holding left on the + Control Pad to avoid sinking further into the quicksand. You'll come up on the other side of the wall, where you'll find a door that leads to Map 6-3E. Go left and drop down to the pyramid, then go inside to find Birdo, followed by Mouser.

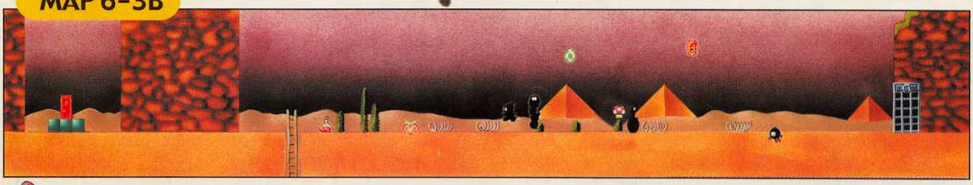


MAP 6-3B

For those that want the full experience, jump over the cactus to the right to find a Heart Radish in the ground (if you need it), then go back to the left and grab the Magic Potion. Carry it over the quicksand past two groups of bones until you see another small cactus. See the Mushroom #1 and Yoshi's Egg #1 Sections.

Stand on the Pokey and guide him to the right to collect an Ace Coin in the air between two groups of bones. Go right and push up on the strange-looking gate to reach Map 6-3C. That last sprout is a Bob-Omb, so avoid it!

MAP 6-3B



MUSHROOM #1

Mushroom #1 drops on top of the second of two small cacti. You can place the Magic Potion door on the bones to the right, or the small cactus to the left, but be sure you can see the cactus on the right as you enter the door to Subspace.

YOSHI'S EGG #1

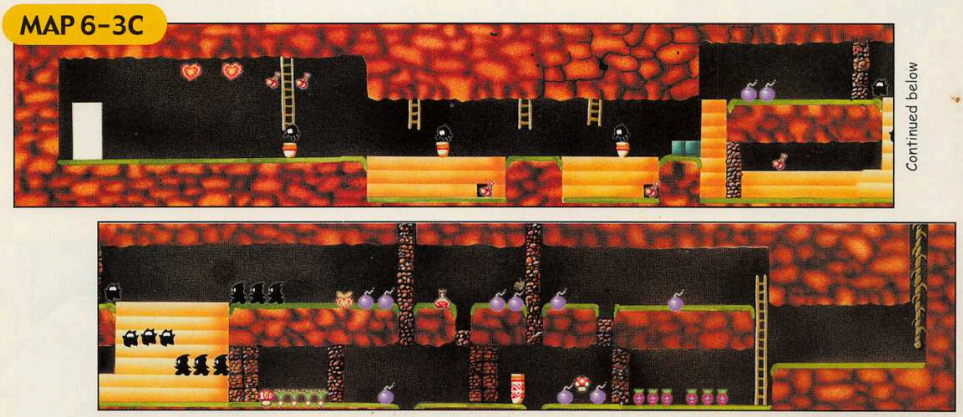
Yoshi's Egg #1 drops into the quicksand between the two small cacti plants. Grab it fast, because the quicksand here will swallow it up in a hurry.

MUSHROOM #2 & COIN COLLECTING

The second Mushroom is located to the right of the Jar between the two grass sprouts. First you should blast open the walls around the Magic Potion and Mushroom, including the wall to the right of the Mushroom's location (so you can grab the Coins in there while in Subspace). Grab the potion from the top floor, jump over the first gap, and fall into the second gap. Be sure you can see the six sprouts to the right of the Mushroom's location so you'll be able to get them in Subspace. After you go up the vine you can come back down, blast the walls open, and use the potion to grab the Coins again.

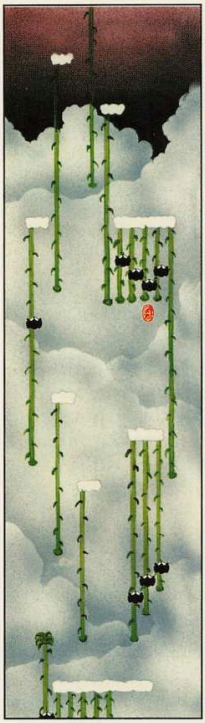
MAP 6-3C

In this cave you'll find two floating Hearts waiting in the air for someone to snatch them up. There are several Bob-Omb generators with Bob-Ombs to the right. If you leap over the Bob-Omb generator and lure the Bob-Ombs toward the Bob-Omb generator, they'll blow it up for you. There are two sand pits you can dig down into if you want to collect a Cherry in each. Climb up the stack of sand to the right, yank the Bombs up from the grass, and use them to blast open the next wall to the right. In the sand below are several Shy Guys and Ninjis. There's a 1-Up Mushroom in a double-thick wall along the bottom, and getting to it and the Mushroom requires careful use of the available Bombs.



MAP 6-3D

MAP 6-3D



MAP 6-3D

Climb the vines to reach the first cloud, then leap to the ledge on the right and walk off the screen to wrap around to the left side, where you'll find a grass sprout. Pull the grass up to find a 1-Up. Leap back to the vine and climb up to find the second Ace Coin. Climb back up the vine and go toward the left side to grab a Heart. Climb up until you reach the wide cloud bank and go to the right side to find the next vine up to another cloud bank with a Shy Guy. See Mushroom #3 and Yoshi's Egg #2 Sections.

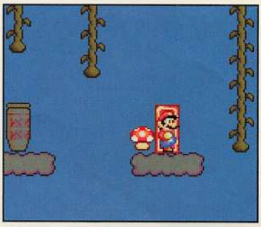
Continue climbing the vines to find a Heart near the center, the third Ace Coin along the left, and then a Hidden Item Container just to the right of the Ace Coin under a Mushroom block. Further up the vines stick to the right path to find the fourth Ace Coin. Directly above are four Hoopsters on vines — the best way to avoid them is to jump on top of the first one and ride him up to the cloud above, then use the cloud to reach the vine to the upper-left, which leads right up to the final vine of this area.

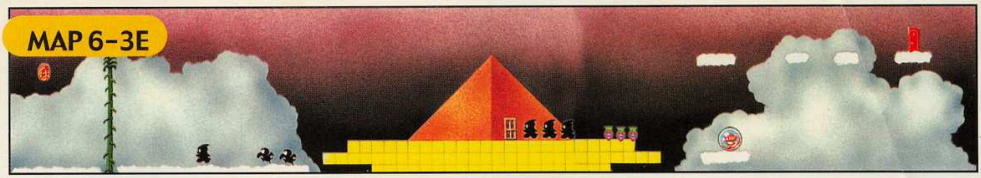
MUSHROOM #3

Climb up toward the right to find a Jar, then go inside to get the Magic Potion and bring it back out. Jump to the cloud directly to the left, guarded by a Snifit, and use the potion to find Mushroom #3 in Subspace.

YOSHI'S EGG #2

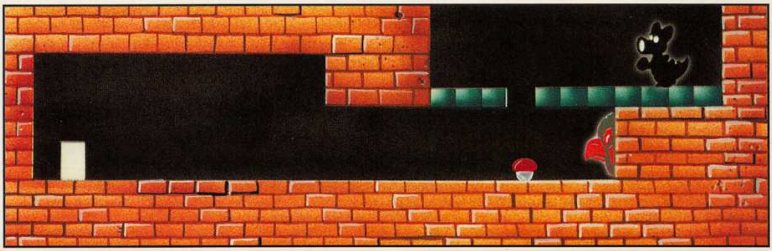
Follow the same directions for Mushroom #3 exactly. The egg lands on the same cloud as the Mushroom.





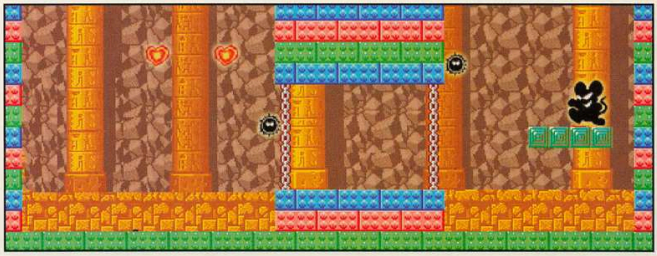
MAP 6-3E

Go to the left and Super Jump to reach the Ace Coin high above. Go right to the pyramid, but don't enter yet... continue past the pyramid to find a 1-Up in a bubble. Use the three small vegetables in the grass sprouts and/or the nearby enemies to bust the 1-Up bubble open, then enter the pyramid to battle against Birdo.



BIRDO

You should be a Birdo expert by now. This time she's shooting eggs again, which you'll need to grab while avoiding fireballs she spits, then throw them back at her. She'll shoot three times, then jump before shooting another three times. And three is the magic number again — hit her three times to knock her out, and you're off to fight Mouser again, only this time he's more difficult.



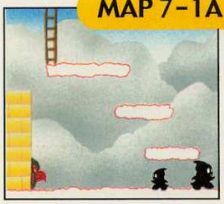
MOUSER

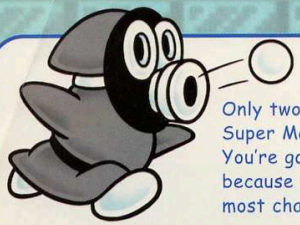
You can grab two Hearts before beginning this battle by Super Jumping. Watch out for two different Sparks in this room. Mouser throws Bombs, which you need to grab and throw back at him. Princess and Toad can't jump up and reach the platform Mouser stands on without Super Jumping, which is dangerous with all those Bombs flying around, so they need to throw the Bombs from the safety zone near the middle of the room. Mario and Luigi can both jump up and drop the Bombs right next to Mouser, which is the best strategy for those characters. Also notice that you can walk into a Bomb and pick it up, so you don't have to jump on top of it to pick it up, which takes a moment longer. Five hits and Mouser is history.

WORLD 7-1

MAP 7-1A

Throw the Big Shy Guy around to get a Heart, then go up the ladder.





Final Stretch

Only two stages to go and you'll be a Super Mario Bros. 2 Advance Master. You're going to have to earn that title, because this stage has some of the most challenging jumps and obstacles yet, and the next stage is even more difficult. There's an easy way to build up your lives to 99 on this stage, so if you need extra lives to conquer the game you won't have to go far.

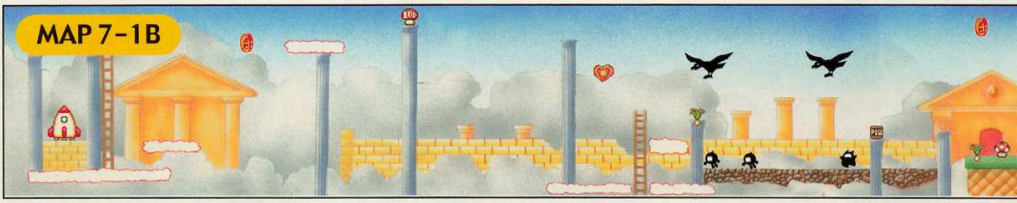
Shortcut

You can take a shortcut to the next area (Map 7-1C), but you'll miss the first Mushroom or Yoshi Egg and the second Mushroom. Stand on the column to the right of the ladder and Super Jump onto one of the Albatosses above. You'll have to jump over all the columns to make it to the Rocketship on the far left.

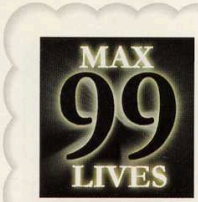
MAP 7-1B

If you're skipping the shortcut (and going for the Mushroom or Yoshi Egg), go right and watch the skies for Bob-Ombs. There's a POW on a column you can use to knock out the Bob-Ombs, and if you gather enough at once you may even earn a 1-Up. Continue right to find a grassy platform with three grass sprouts. You can yank up a Heart Radish from the center grass sprout. Go further right to find a column with a grass sprout on top. See the Mushroom #1 or Yoshi's Egg #1 Sections. Enter the door to find Mushroom #2 (see Section).

After collecting Mushroom #2, climb back onto the roof and hitch a ride on the back of one of the flying Albatosses. Ride it all the way to the far left to find a Rocketship that will shoot you up to the next area, and you'll collect two Ace Coins along the way. You can drop onto the tall column near the end to find a 1-Up, and if you miss your ride on the Albatoss you can leap down the clouds to reach the Rocketship.



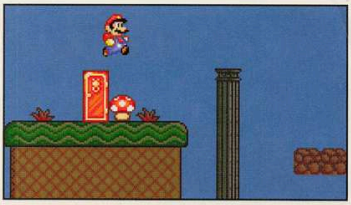
MAX LIVES 99

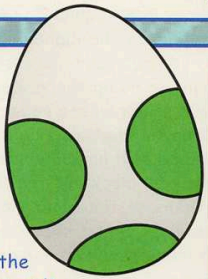


Go to the right to find the door to the next area. There's a Shy Guy Generator, and a Mushroom Block you can move. Place the Mushroom Block on the left edge of the higher cloud, just a few steps to the left of the Shy Guy generator. Wait for the space between the Mushroom Block and Shy Guy generator to fill up, then throw an item at them to knock them out,and earn a 1-Up. You can grab more items to the left and throw them at the Shy Guys each time the space fills up again. You can also let it fill up and then grab the Mushroom Block and use it to knock them out. You can repeat this trick to earn up to 99 lives.

MUSHROOM #1

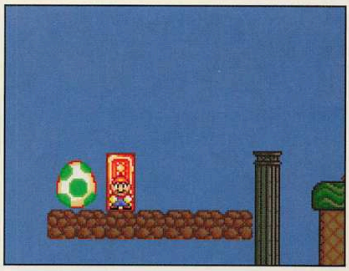
Grab the Magic Potion from the grass sprout on the column, then go left to the grassy platform and place it at the center. Mushroom #1 will appear in Subspace at this spot.





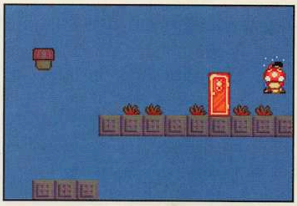
YOSHI'S EGG #1

Grab the same Magic Potion from Mushroom #1, then drop down to the left on the Bomb-able platform and use the Potion near the center to find Yoshi's Egg #1, which drops from above. There are Bob-Ombs in this area being dropped from above, and if they blow a hole in the ground you may lose the egg as it drops from the sky. If this happens, exit Subspace and go to the right to find a door, enter it, then come back and try to get the egg again.

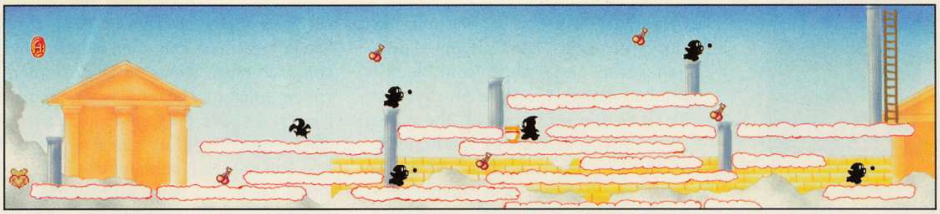


MUSHROOM #2

Inside the small room, climb to the top platform and pull up the third grass sprout from the right to find the Magic Potion. Use it at that spot, but be sure you can see all the sprouts and the left wall. Enter Subspace and you'll find the Mushroom, plus you can collect six Coins to use on the Bonus Chance. Leave the room and come back to repeat the process, and earn another six Coins.



MAP 7-1C



MAP 7-1C

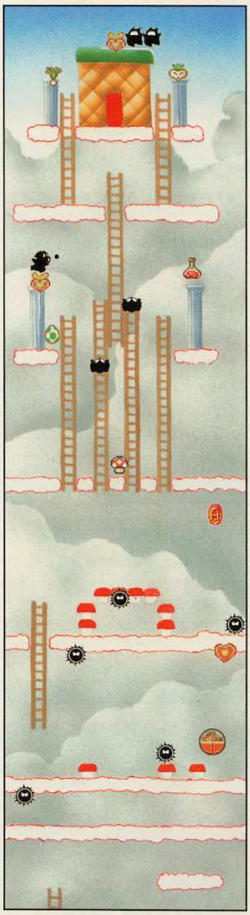
Stand on the column to the left and Super Jump to reach the third Ace Coin. There's a Heart Radish in the grass to the left of the column. Grab the Cherries along the way so you can earn a Starman that will give you invincibility — a welcome bonus. It's best to leap over the Snifits the moment after they fire a double-shot, because it takes them a moment to reload after that. When you reach the fourth Cherry you'll be facing the most difficult part of this stage. You have to go through the cloud platforms to the left while avoiding an army of Shy Guys and a few shooting Snifits. If you rush to the fifth Cherry, there will be less Shy Guys released and it will be easier. Try to get to the fifth Cherry as fast as you can, then you're nearly home free, but don't slow down. Drop to the lower cloud, go to the far right, then leap up to the cloud with the Ninji. Don't panic! The Ninji will leap up to the higher cloud as soon as you get near him. You don't want to go up there, because that's just where you came from. Drop to the lower-right cloud. You should still have invincibility so you can knock out the Snifit here, otherwise time your movement between Snifit shots. Leap to the ladder above (you may need to Super Jump), then climb to the next area.

MAP 7-1D

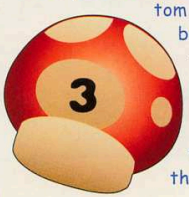
Climb up to the third cloud and search under the rightmost mushroom block to find a Hidden Item Container, and a floating Heart above it. Go up the ladder to find a group of Mushroom Blocks trapping a Spark, and another Spark running loose along the walls. Avoid the loose Spark, then pick up the top Mushroom Blocks on the left side when the trapped Spark has just moved past it. As the Spark approaches to make its escape, drop the mushroom block on him to knock him out. Pick up any Mushroom Block and use it to knock out the other Spark, then use the Mushroom Blocks to build a tower you can use to Super Jump to the next platform above. Go up the ladders on the right to reach the right column, dodge the Snifit bullets coming from the left side, and grab the Magic Potion from the grass to use on Mushroom #3 or Yoshi's Egg #2

Climb to the top and grab one of the veggies from the grass on the columns to the left and right of the door, then use it to knock out the Ninjis on the roof. Grab the grass on the roof to find a Heart Radish, then go into the door.

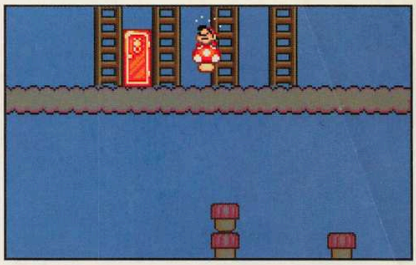
MAP 7-1D



MUSHROOM #3

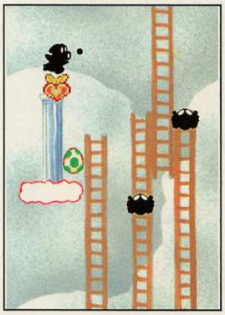


Once you have the Magic Potion, fall down to the bottom of the ladders and use the potion between the two middle ladders to find Mushroom #3 in Subspace. Whatever you do, don't drop the potion in front of a ladder, because you won't be able to enter the door to Subspace (you'll climb the ladder instead).



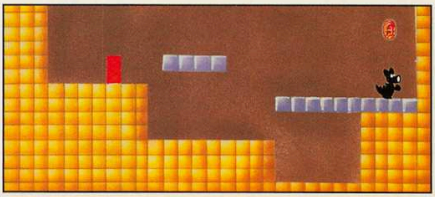
YOSHI'S EGG #2

After grabbing the Magic Potion on the top-right column, drop the Magic Potion directly next to the column on the left side, then enter Subspace while being sure you can see the column on the far left. Or you can hop across the tops of the Hoopsters to reach the cloud space right next to the left column, where the egg will drop to. Just remember not to drop the potion in front of a ladder, because you won't be able to enter the door (you'll climb the ladder instead).

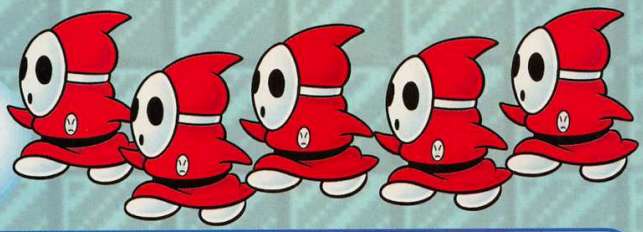


BIRDO

This can be a tough Birdo to beat. She doesn't shoot eggs, so you'll have to grab the Mushroom Block and throw that at her, plus she shoots fireballs fast and moves fast. Retrieving your Mushroom Block after throwing it is the real challenge. Expect to take a few hits trying to get it, because Birdo's jump between shots is extremely fast. If you get knocked out, and still have lives left, you'll come back in this room, but there are no Hearts to grab. Go outside, knock out the two Ninjis with a vegetable to earn a Heart, then grab the Heart Radish from the rooftop for another hit point. Grab the Ace Coin in the top-right corner of the room after defeating Birdo, then you're off to the final stage.



WORLD 7-2

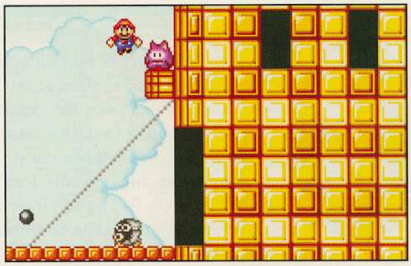


Grand Finale

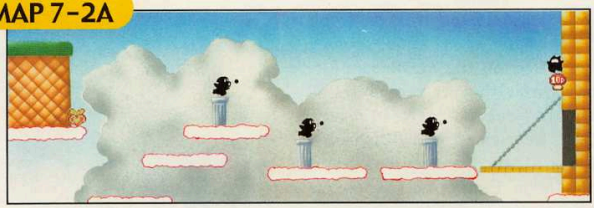
This stage is a huge maze of challenging rooms, chains, conveyor belts, and some very tall ladders. The most useful tip we can give you is to remember if you stand directly in front of a chain you will not be harmed by the Sparks going up or down either side of the chain. If you can reach the end, you'll be face-to-face with Wart. He's big, he's ugly, and he's the most challenging boss of the game, but you can handle him!

MAP 7-2A

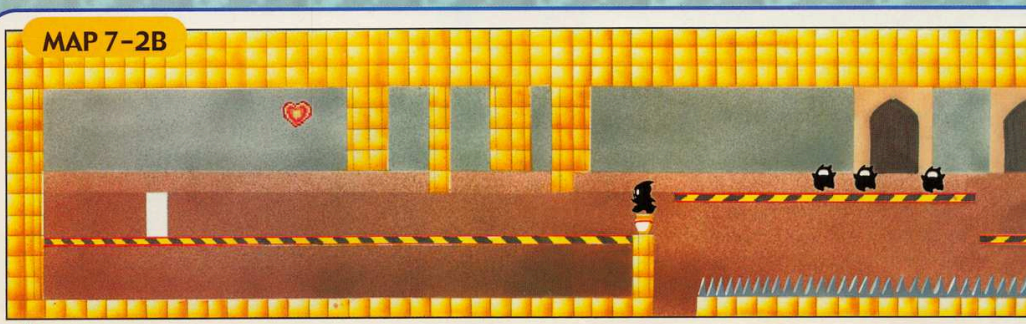
You'll start on a low cloud. Jump to the top-left cloud and grab the Heart Radish. As you head to the right, you'll have to leap over several Snifits. Wait for the double-shot, then immediately jump on the first Snifit and pick him up. Throw him at the second Snifit below, then carefully approach the third Snifit and leap onto his head immediately after a double shot. Pick up the Snifit, but don't knock him out. Throw him to the drawbridge below, then leap onto his head again. When the Snifit jumps, Super Jump at the same time to get on top of the Ninji above the drawbridge. Throw the Ninji and grab the 1-Up he was guarding, then go into the castle.

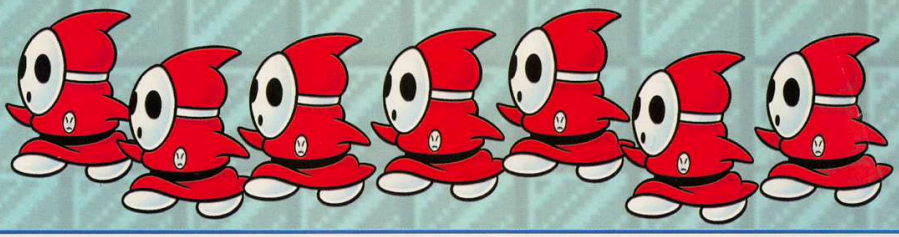


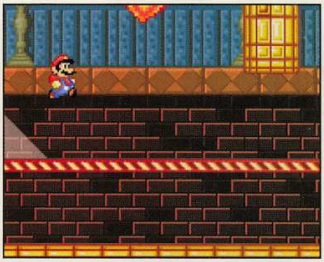
MAP 7-2A



MAP 7-2B



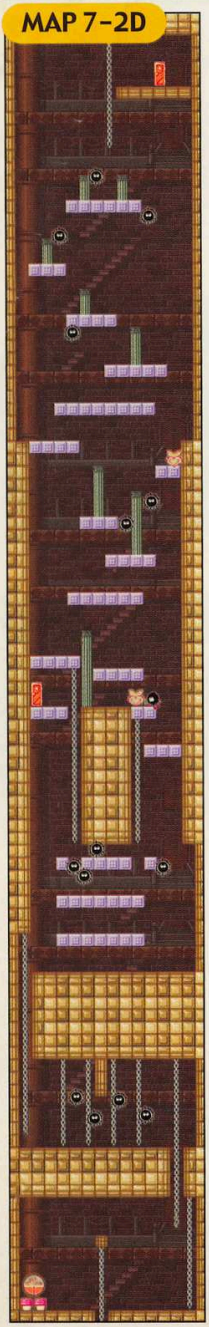




MAP 7-2B

You'll start off on a conveyor belt being pushed to the right, as Shy Guys come toward you. Grab the floating Heart above. Watch your head as you jump over the Shy Guys. The next conveyor belt is going to the left, with three Ninjis on it. Throw the first at the other two to collect a Heart. Drop down to the next conveyor belt and dodge the Bob-Ombs. Go to the far right (we'll be coming back for that first Ace Coin), dodge the fireballs from the Pansers below, and go up the chain to the next area.

MAP 7-2D



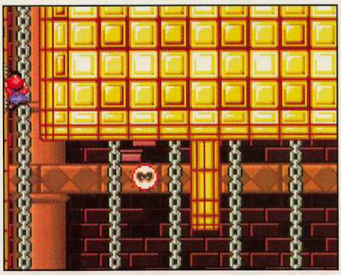
MAP 7-2C

NOTE: Take a quick run through 7-2C (you'll go back that way later...see that Section on the next page) and climb the chain to tackle 7-2D.

MAP 7-2D

Climb to the top of this room to take a shortcut to 7-2M, but you'll miss out on a few Mushrooms and Yoshi Eggs. Instead, grab the Hidden Item Container in the bottom-left corner under the Mushroom Block, then go up the chain on the right. Remember that chains are safety zones, and when you're standing directly on a chain you can't get hit by the Sparks. Move forward carefully, chain-by-chain, and climb up the chain to the far left.

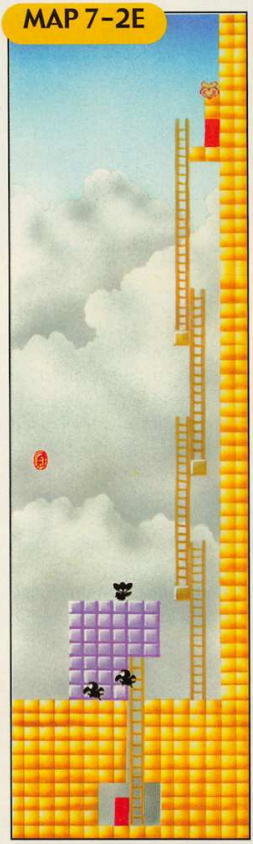
There are a bunch of Sparks on a platform above, with a gap on the right and left sides. Line yourself up with the gap on the left side, then crouch down and leap up when it's safe and quickly crouch down again. When it's safe again, leap up to the chain and climb it to find a door. Enter the door.

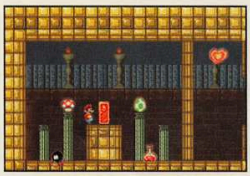


MAP 7-2E

Jump up above the door to find a Heart Radish. Leap off the ladders to the left, and watch for an Ace Coin below near the left wall (it's about three blocks to the right of the wall). Go down the ladder at the center and enter the door. See the Section for Mushroom #1 or Yoshi's Egg #1.

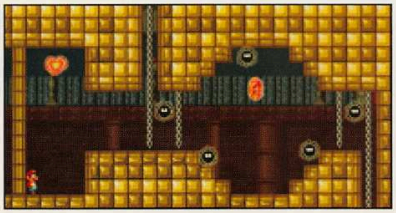
MAP 7-2E

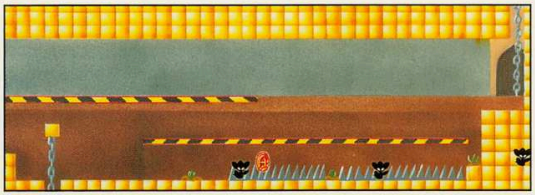




BACK TO MAP 7-2C

Climb back up through Map 7-2E. Go back down through Map 7-2D, go through 7-2C to reach 7-2B. Stay on the bottom conveyor belt, go left, and drop to the bottom floor. Leap over the Panser to grab the Ace Coin, then leap back over to go down the chain.





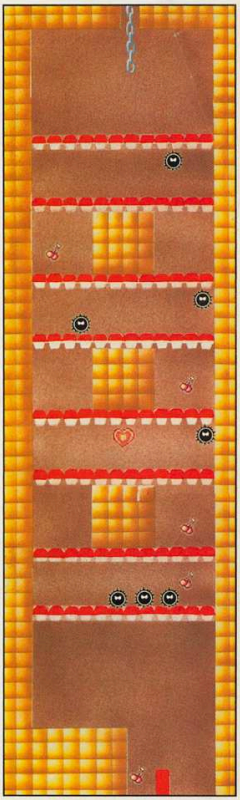
MUSHROOM #1

Don't pull the grass in the bottom-left of the room (it's a Bob-Omb). Grab the sprout on the bottom-right, between the columns, to find a Magic Potion. Use it on the second column from the left to find Mushroom #1 in Subspace.

YOSHI'S EGG #1

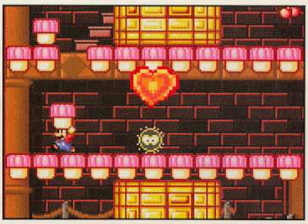
Grab the same Magic Potion as Mushroom #1, but use it on the second column from the right to find the first Yoshi Egg in Subspace.

MAP 7-2F

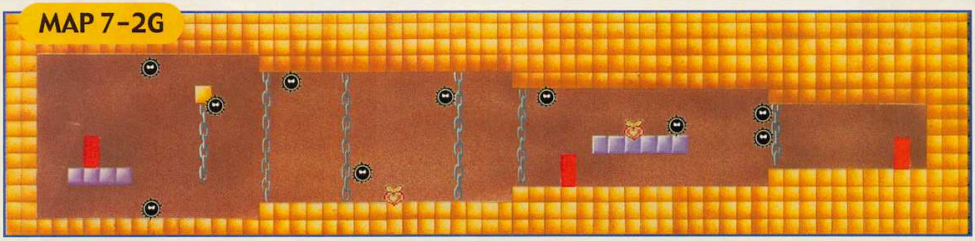


MAP 7-2F

This room is constructed mostly of Mushroom Block floors with Sparks between them. Grab a Mushroom Block to fall through the floor, then throw it at the Spark(s). Continue working your way down, grabbing Cherries and a Heart along the way, and go through the door at the bottom.



MAP 7-2G



MAP 7-2G

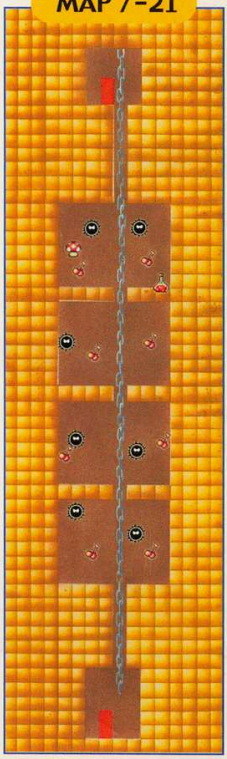
Go to the right, and remember you'll be safe from the Sparks as long as you stand directly on a chain. There's a Heart Radish in the first grass sprout you'll see, and another just past the door on the platform above. Enter the door to find the next Mushroom or Yoshi Egg (see Map 7-2H). After grabbing the Mushroom or Yoshi Egg, come back to this room, go right to find another door, then enter.

MAP 7-2I

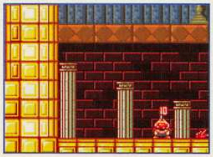
Climb the chains along the center of the room, avoid the Sparks, and grab the Cherries along the way to earn invincibility. Watch for the grass sprout on the right, where you'll find a Magic Potion for the final Mushroom (see below). Climb up to the top and enter the door.

MAP 7-2H

MAP 7-2I

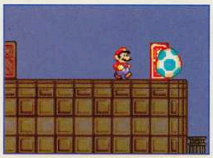


MUSHROOM #2



Avoid the grass sprout on the right (it's a Bob-Omb, of course!) and grab the left grass sprout to find the Magic Potion. Use it on the high column against the far left wall to find the Mushroom in Subspace.

YOSHI'S EGG #2



Grab the Magic Potion from the left grass sprout, then climb back up to the higher floor. The egg will appear in Subspace about four blocks in from the left side of the floor.

MUSHROOM #3

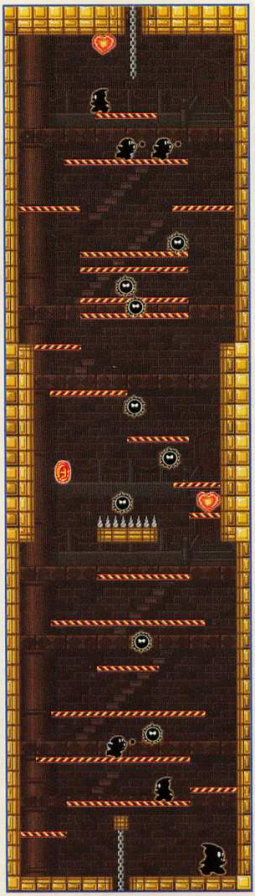
Grab the Magic Potion and drop it in the same location. The Mushroom is in the top-left corner, which will be the top-right corner when you're flipped over in Subspace.

MAP 7-2J

Avoid the Sparks, grab the Heart, and climb up the far left chain to the next room.

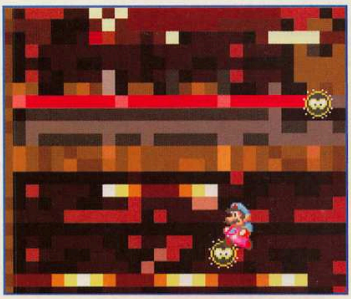
MAP 7-2J

MAP 7-2K



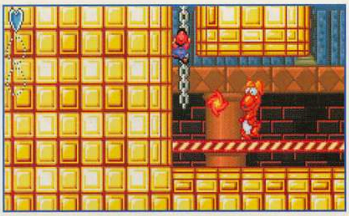
MAP 7-2K

You can throw the Big Shy Guy around to knock Hearts out of him until all your Heart Containers are full. The conveyor belts above are going in different directions, so be careful when you jump up to one, especially if there's an enemy or you're near either end of it. You can look at the conveyor belt to see which way it's moving before you leap to it. There's a Heart along the right wall, and an Ace Coin to the left of it, slightly higher. Go to the conveyor belt directly above the Ace Coin and drop off the left side to reach it. Climb to the top of the room to find another Heart, and a chain leading to the next room.



MAP 7-2L

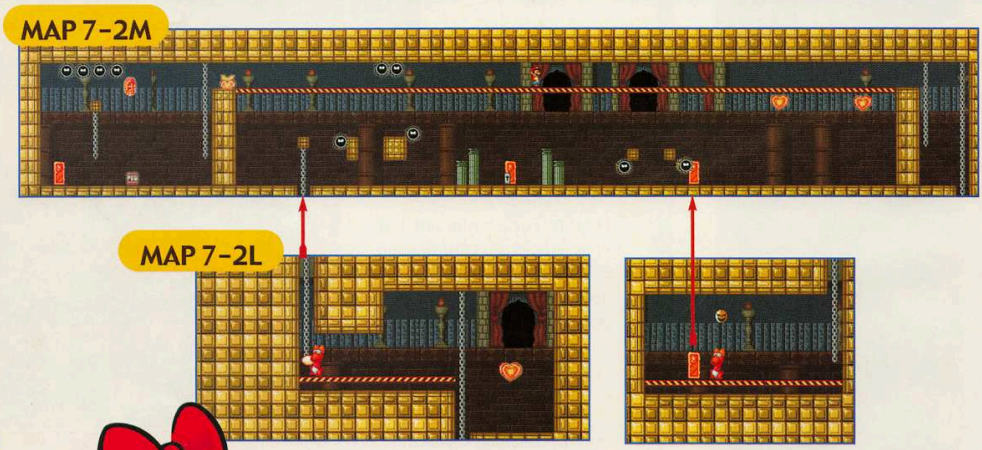
Grab the floating Heart and either knock out Birdo with the eggs she shoots, or simply leap over her and head up the chain along the left wall to the next area. You can stand on the floor below Birdo and the conveyor belt, walk up near her, duck down, and after she walks past you leap up to the chain. Sneaky, eh?



MAP 7-2M

Get onto the block above the chain, then Super Jump to the conveyor belt at the top of the room. Go left and grab the Heart Radish, then drop down to the POW block and Super Jump off it to reach the fifth Ace Coin.

You can go through the nearby door to reset the POW block or Heart Radish. Go back to the conveyor belt, and ride it to the far right, ducking under the Sparks that travel across the ceiling. Go down the chain along the far right wall to face another Birdo and get the Key.



MAP 7-2L

This time you have to fight Birdo to get the Key. Throw her eggs back at her to knock her out, then grab the Key and jump quickly across the conveyor belt to get through the door before Phanto attacks.

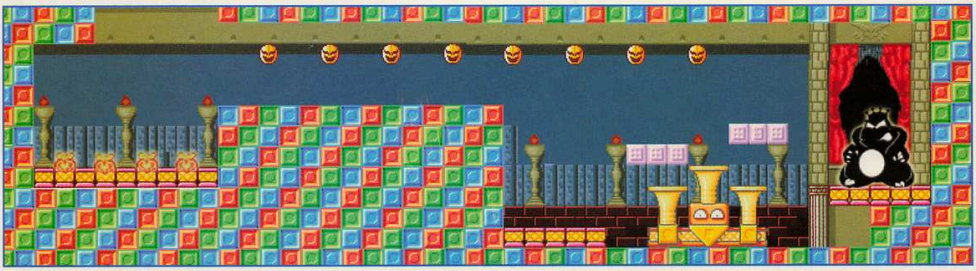
MAP 7-2M

There are two floating Hearts to the right to grab. Be careful when you drop the Key that it doesn't leave the screen, because then you'll have to go back to the last room and retrieve it by fighting Birdo again. Go left and enter the locked door with the Key.

MAP 7-2N

You're in the home stretch, and this room looks easy enough. Go to the far right and grab the Crystal Ball... yikes! The hawk head didn't open! It came alive and it's chasing you! Don't panic... just grab the Mushroom Blocks and knock him out with an easy three hits. On the third hit he'll open his mouth and you can enter to reach the final boss!

MAP 7-2N

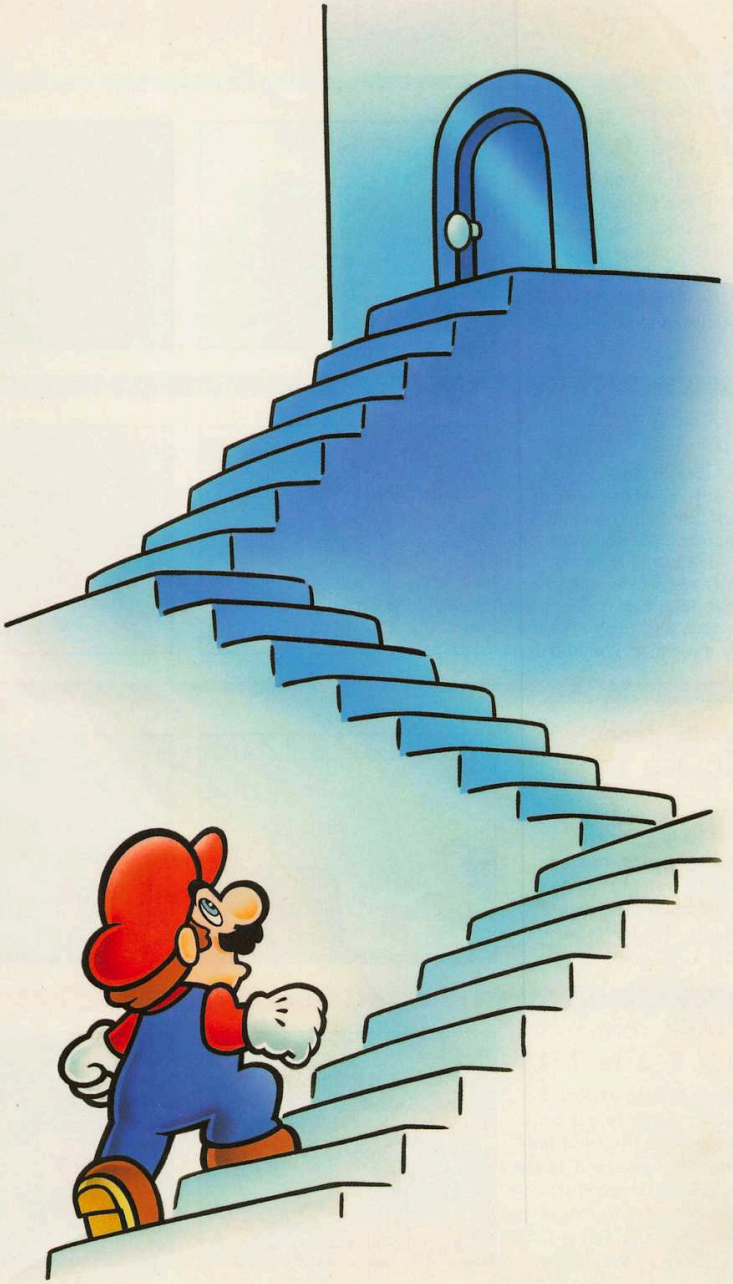


WART

You'll find four Heart Radishes in the ground when you enter this final battle arena. If you don't need one of the Heart Radishes, save it! Go right to face Wart. He'll walk back and forth along his platform shooting bubbles that spread out in an arc and fall to the ground. You can stand between the bubbles as they fall to avoid them, which is your number one priority. The three pipes will pop out vegetables. Catch one, then walk up to the side of Wart's platform. When he opens his mouth, quickly jump up and throw the vegetable at him. If it hits a bubble it will disintegrate, so be sure to get it in before the bubbles appear, or under the bubbles. You can also try throwing the vegetables from the higher platforms, but getting the right angle is difficult. You can even jump over him with a vegetable and get behind him — the square behind him is safe — then throw the vegetable at him easily when he opens his mouth without worrying about the bubbles.

Actually only his head will hurt you, so if you're down to your last hit (small) you can safely run through his body without getting hurt, but it's a risky move since you're down to your last hit. Even if you're big, you can hold the R Button (to run) while holding a vegetable, stand by the bottom of his platform and wait until after he shoots the bubbles and moves back to the right side, then leap up to the platform and run toward him while quickly holding down on the + Control Pad to duck, which will cause you to slide toward him. Keep holding down as he stomps by you, then go to the right and make your attack with your vegetable. He'll take a total of 6 hits to knock out.

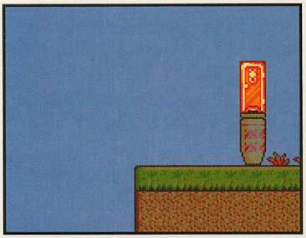
If this is your first time beating him, you'll open up Yoshi's Challenge when you defeat Wart. Now two Mushrooms in every stage have been replaced with Yoshi Eggs, and almost every one of them is in a different spot than the Mushroom. Good luck finding all 40 of them!



TOP SECRET: WARPS

WARP from WORLD 1-3 TO 4-1

To the far right on Map 1-3A is a door,and to the right of the door is a Jar. Grab the Magic Potion again and bring it to this Jar, then enter Subspace and go down into the Jar while in Subspace to warp to World 4-1.

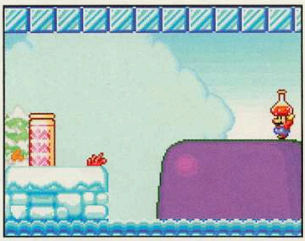


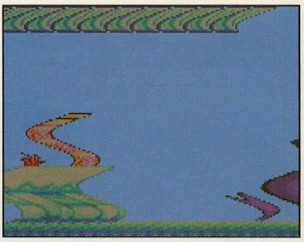
WARP from WORLD 3-1 to 5-1

Follow the instructions in the Leap Of Faith Section. After grabbing Mushroom #1 and all the Coins you can get, grab the Magic Potion one more time, and carry it to the exit door. Drop it where you can see the Jar next to the exit door, then enter Subspace and jump into the Jar to find a warp to World 5-1.

WARP from WORLD 4-2 to 6-1

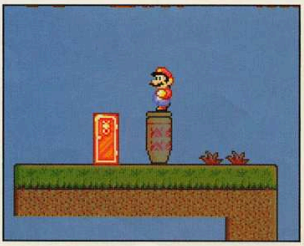
Grab the Magic Potion from Mushroom #2 and go to the right, past five whales, to find a Jar. Place the potion next to the Jar, enter Subspace, and climb down into the Jar to warp to World 6-1.





WARP from WORLD 5-3 to 7-1

At the very beginning of Map 5-3B use a Super Jump to get to the platform above the first ladder (you may need to stand on the Shell or an enemy to reach it), then use the Magic Potion next to the Jar and enter the Jar in Subspace to warp to World 7-1.



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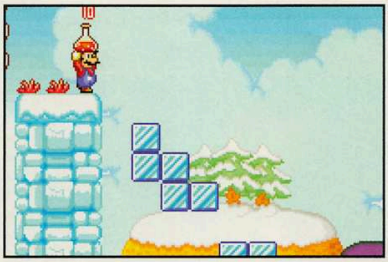

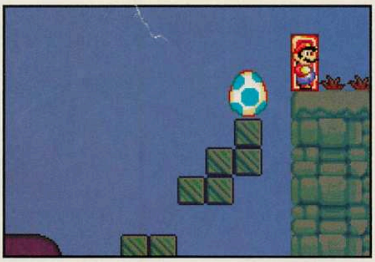

YOSHI'S CHALLENGE

A new mode has been added to this game that wasn't in the original Super Mario Bros. 2® — Yoshi's Challenge. Once you have beat the final boss of the game, Wart, you'll notice a green Yoshi Egg in the bottom-right corner of the title screen. Now two Mushrooms on each stage have been replaced by Yoshi's Eggs, which are also found in Subspace. A few are in the same locations as Mushrooms were previously, but most of the eggs are hidden more cleverly. Can you collect all 40 of Yoshi's Eggs? If you can do it without losing a life, the egg will hatch on the title screen. You must complete each Sub-world without losing a life to keep the Yoshi Eggs from that Sub-World. If you collect all five Ace Coins on every stage you'll make the egg turn red.

BIG POW BLOCKS

The big POW block will bounce four times, continuing to knock out any enemies that are on the screen each time it hits the ground. You can even pick it up between bounces, then throw it again, and the number of enemies it knocks out will keep adding on so you can eliminate big groups in no time, and earn a lot of 1-Ups. Try this trick on Map 3-3D, where you can wait for several enemies to build up in an area, let the big POW block bounce once to knock them out, grab it, then when another group of enemies builds up do it again and again. You can get 28 lives with just one POW block!

MARIO HEADS ON SCORE SCREEN

You'll receive a certain number of Mario heads on the score screen depending on the score you've earned.

2000000-3999999 = 1 head
4000000-5999999 = 2 heads
6000000-7999999 = 3 heads
8000000-9999999 = 4 heads
10000000+ = 5 heads

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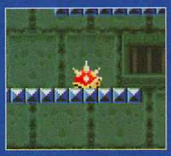
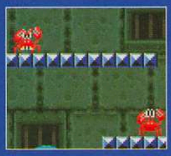
ENEMIES... AND HOW TO TACKLE THEM



SPINYS
These are the easiest to knock out. They simply take one hit from below to flip over, then jump up and run into them to knock them off.



CRABS
You need to hit these twice, then kick them to knock them out. After the first hit they'll sneer and move faster.

FIREBALLS
Timing is even more critical to hit a Fireball from below as it bounces against the ground.

FREEZYS
Hit these guys from below before they have a chance to find a place to settle. When they stop, they'll break apart and freeze that platform, making it slippery until the next round.

FIGHTER FLIES
You have to make contact with these guys the moment they hit the ground. One hit from below followed with a kick is all it takes, but that one hit is a little trickier than with other enemies.

ICICLES
These are difficult to see forming along the bottom platforms, and once they drop they'll fall through floors, so do your best to keep an eye out for them.

After flipping a SPINY, CRAB or FIGHTER FLY over, you must kick them, otherwise they'll flip back over after a few seconds, and they'll move faster.

Hit an enemy a little to the side and you can knock them down to you.

On the higher Bonus Rounds you'll have to climb up invisible platforms.

Pick up the POW Block and carry it around until you need it.

ONE PLAYER STRATEGIES

·**POW BLOCKS:** You can pick up the POW blocks, even after hitting them twice. Once thrown it will disappear, even if it's still a full POW.

·**KNOCK DOWN:** When you hit an enemy from below, try to knock them down to you by hitting them from the side a little. It will save you the time and trouble of leaping up to them to knock them off the platform.

·**SUPER JUMP:** You can do a Super Jump. It's not very handy in most situations, but if you need to get on top of the POW at the top of the room this is the best way to do it.

·**WRAPAROUND:** Use the "wrap-around" effect of the screen to your advantage. During the Bonus Round you can save time by jumping up to grab the Coins on the third floor and running off either side of the screen to grab the Coins on the other side. This is even more valuable for saving time on the icy levels, because you won't have to wait for your character to stop sliding each time you change directions.

ONE PLAYER GAME ENEMIES PATTERN

PHASE ENEMIES

1 Spinys x 3
2 Spinys x 4
3 Spinys x 6
4 Bonus Round (Coins only)
5 Crabs x 4
6 Spinys x 2; Crabs x 4
7 Fighter Flies x 4
8 Crabs x 2; Fighter Flies x 4
9 Bonus Round
10 Spinys x 4; Fighter Flies x 1
11 Crabs x 4; Fighter Flies x 1
12 Crabs x 4; Fighter Flies x 2
13 Spinys x 4; Fighter Flies x 1
14 Crabs x 4; Fighter Flies x 1
15 Crabs x 4; Fighter Flies x 2
16 Bonus Round
17 Spinys x 4; Crabs x 1
18 Crabs x 4; Fighter Flies x 1
19 Crabs x 4; Fighter Flies x 2
20 Spinys x 4; Fighter Flies x 1
21 Crabs x 4; Fighter Flies x 1
22 Crabs x 4; Fighter Flies x 2
23 Bonus Round

Once you complete Round 23, the following pattern occurs.....
Spinys x 4, Fighter Flies x 1; Crabs x 4. Fighter Flies x 1; Crabs x 4, Fighter Flies x 2; with a bonus round every seventh stage.

Pick up your opponent, then throw them directly at an enemy.

A Super Jump to the middle platform may catch your opponent off guard.

Don't let the POW Blocks go to waste.. Hit them twice, then pick them up.

MULTI-PLAYER STRATEGIES: BOTH MODES

·POW BLOCKS: Don't waste the POW blocks. You can hit them three times from below. They will only knock over enemies that are touching the ground at the moment you hit the POW. You can pick up a POW block by getting on top of it and lifting it up (use a Super-Jump to get on top of the POW block at the top of the room). Even if it is still full, you can only throw the POW block once and it disappears, so it's best to pick it up after you've already hit it twice. If an enemy is already flipped over, they will be flipped right side up. Your opponent can be stunned when you drop the POW block, too, so try to drop it when they least expect it.

·STUN OPPONENT: You can hit your opponent from below to stun them. This is especially useful when an enemy is approaching them. If you are stunned, press the A Button rapidly to recover faster.

·SUPER JUMP: Super Jump from the bottom floor. Normally you can't jump up and hit the middle platform from the bottom floor, but if you Super Jump you can surprise your opponents (just don't use it very often or they'll catch on).

·HOLDING: When an enemy is holding you, rapidly move the + Control Pad to try and get away.

·CRABS: The Crabs are the best creatures to send after your opponent. They're harder to predict, and tend to move faster than the other enemies, especially when in anger mode (after one hit). If you use a POW block at the right moment you can stun your opponent, and speed up a nearby Crab to attack them.

·WRAPAROUND: Use the "wrap-around" effect of the screen to your advantage. You can sneak up on opponents easier if you walk off one side of the screen and appear on the other when they least expect it.

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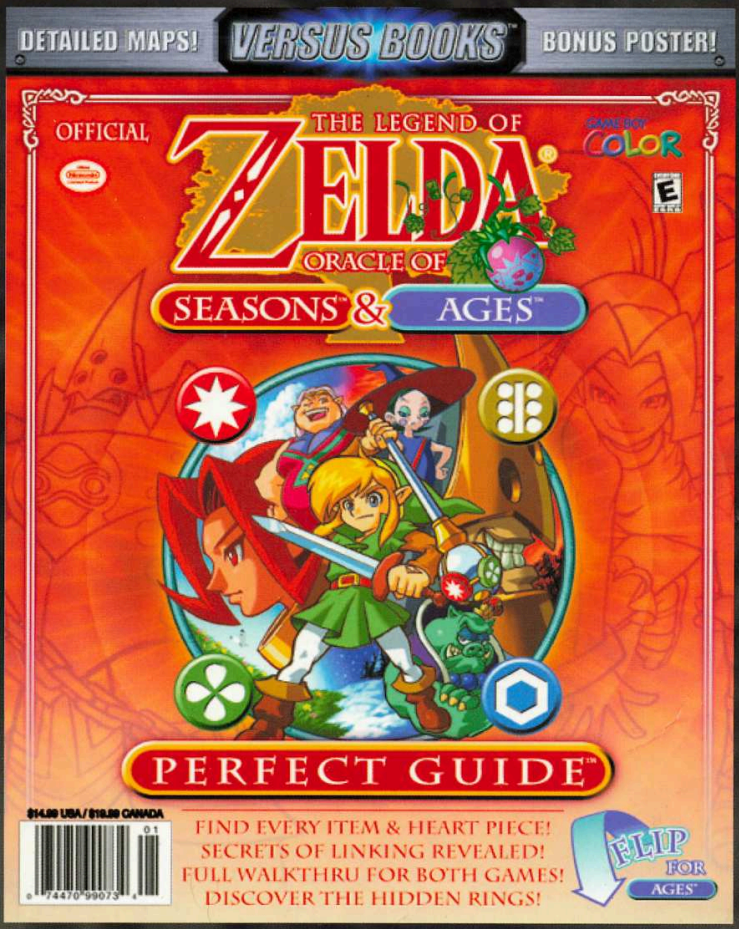

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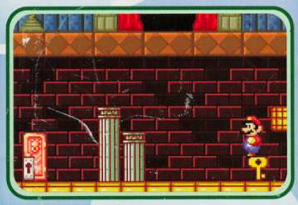

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